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Transmission 2

Stardate May 1985

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Pipeline Sequel

One of the more original software producers, Taskset, has come up with a sequel to its highly successful Super Pipeline game.

Predictably called 'Super Pipeline II' you play the hero foreman who, with the help of two workmen must mend leaks in the pipes, and avoid the hoards of monsters that try to stop you.

Thus the game sounds similar to the original, but

wait, there's more. When a leak occurs the water actually flows out of the pipe.

At the end of the pipe is a conveyer belt with barrels on it. You must fill all the barrels to complete the screen.

In all there are 16 screens, each one being more testing than the previous one, more barrels, meaner meanies etc.

At the end of each screen there is the added bonus of a cartoon sequence.

Super Pipeline II, Commodore 64, Taskset Ltd, £8.90 tape £11.99 Disk.

Aargonian salutations!

It's as plain as the middle eye on a trivi mega-vole (and that's certainly PLAIN!) that the gamers of Earth were just waiting for cosmic guidance! Communications already received across the intergalactic ether have shown that Computer Gamer was exactly what was needed by those struggling to get to grips with General Zoff or mercilessly under attack by Thargoids.

Initial terrestrial scanning indicates a global lack of Hypnotically Induced Neural Transmitter Sequence centres that are used here on Aargon to help such ailing addicts. These H.I.N.T.S. are essential if the art of gaming on Earth is to reach Galactic Standards. After urgent negotiations with the Editor, it was decided to include such a facility in future transmissions of Gamer. However, since he only has the gaming ability of a luminous nosed lavashake he will need your help in this vital task. So transmit your H.I.N.T.S. on any game as soon as possible to him at our Earthbase in Golden Square.

Becaan,
Interplanetary Adviser.



Active Activision

Following the success of Ghostbusters, Activision have announced eight new games.

Mindshadow, Tracer Sanction, and Rock 'n' Bolt are reviewed inside but the others include Web Dimension and Master of the Lamps.

Web Dimension is a game with unlimited lives, unlimited levels and no scoring system with the emphasis firmly on the games music. The game as such consists of moving yourself to lock in the creatures at the nodes

of the web. This is actually more difficult than it may at first seem as the creatures move at quite a speed.

The creatures are supposed to represent the Darwinian stages of evolution and are photons, molecules, amoebas, jelly fish, "squiggly things called germs", ovi, foeti and astronauts.

Master of the Lamps is a two screen game again with the emphasis on music. In the first stage you, a young prince, must ride your magic carpet through a moving 3D tun-

nel. This leads you to the second screen where a Genie throws a number of notes at you. If you successfully match the musical sequence by hitting the correct notes on your instrument you will receive a lamp. Three of these lamps and you have your crown.

Activision also announce the self explanatory All American Cross Country Road Race and Gamestar's American Football, Baseball and Tennis games.

The Fourth Protocol

Frederick Forsyth's chilling novel, *The Fourth Protocol* is to be released as a computer game at the end of May.

This three part game begins at the desk of MIS agent, John Preston, and ends with the tense defusing of a nuclear warhead.

You take the role of Preston as he tries to foil the Russian Plot to explode a bomb in the United Kingdom just before the 1987 election. The explosion would then be blamed on a malfunction at an American missile base. This would result in the election of a hard left government that would clear the way for a Soviet invasion.

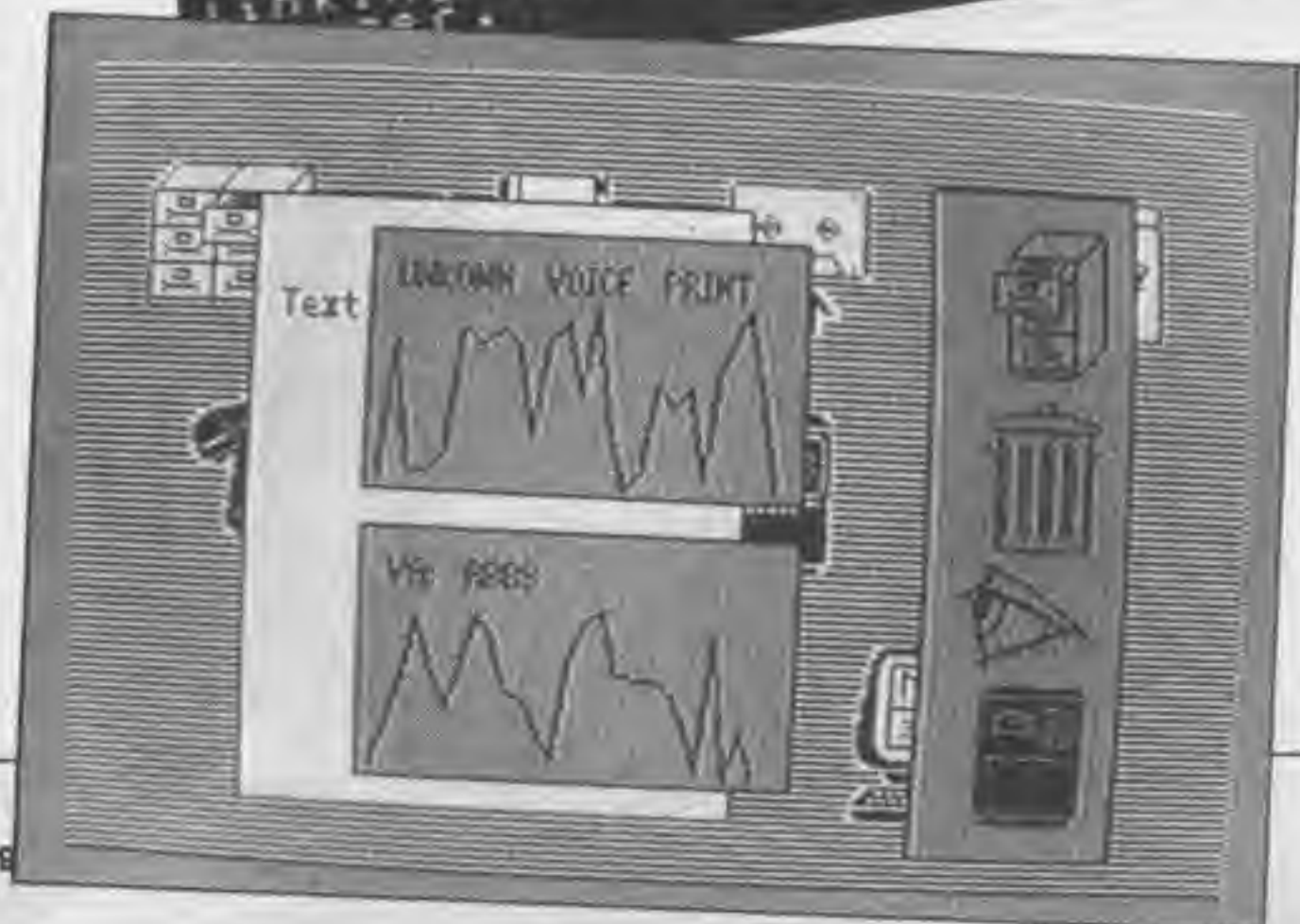
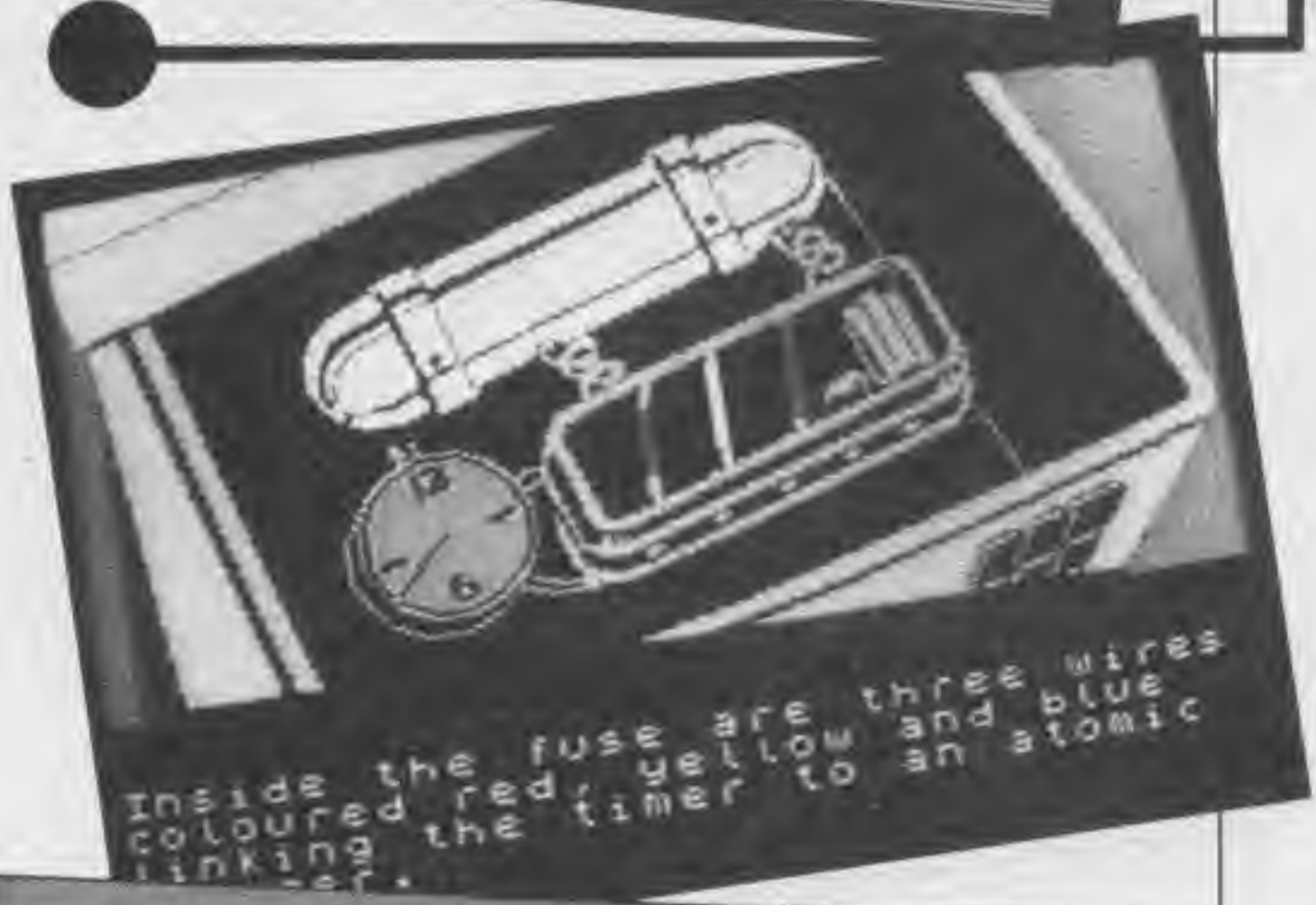
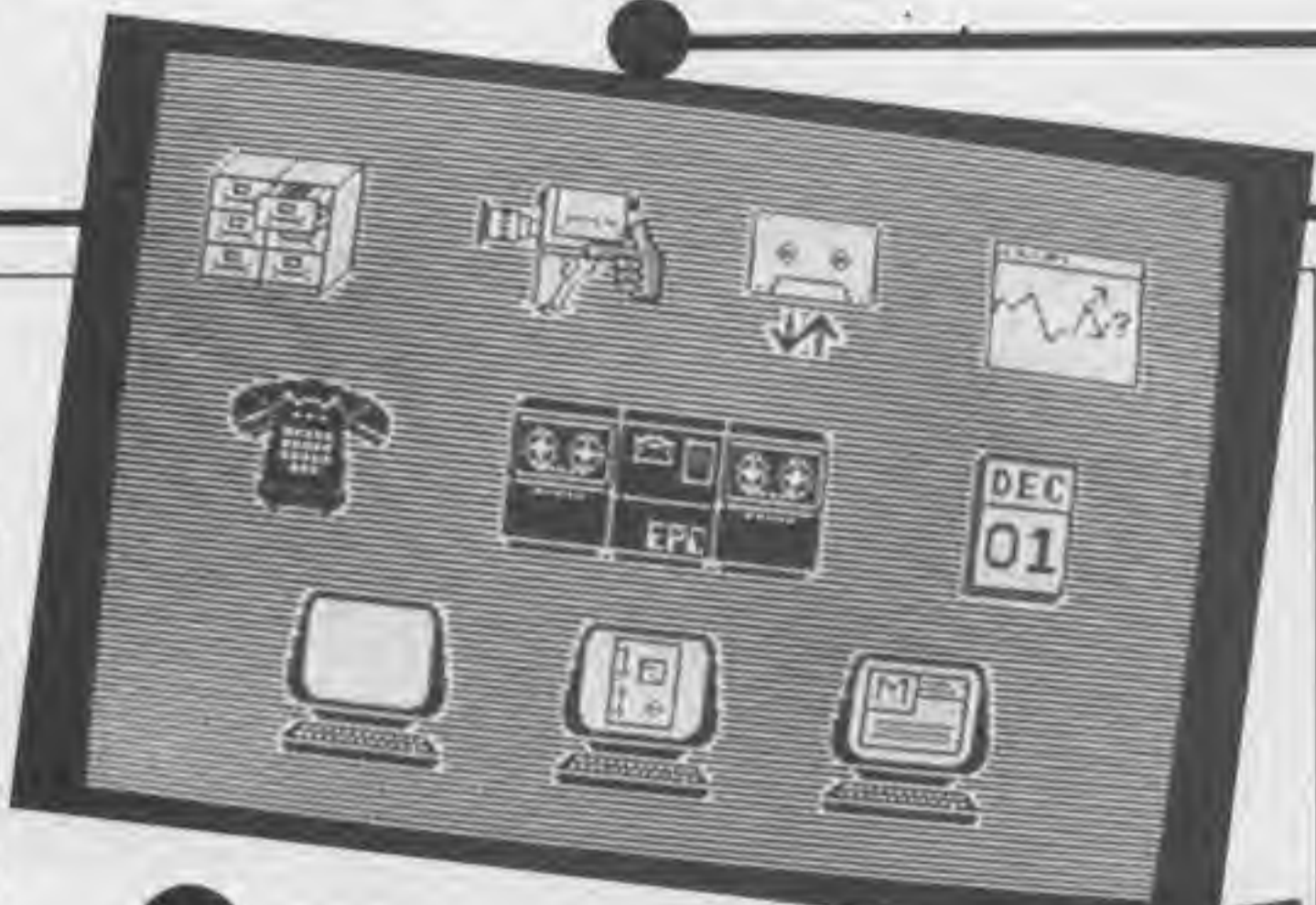
Time is short as you hear of the plot just 40 days before the election.

The first part of the game is set in a modern office as you try and uncover the plot. At your disposal are your watchers (surveillance teams), computer terminals and your personal files which include voice patterns of the main suspects. These can be compared with recordings that you receive of tapped phone calls.

If you uncover the plot in time you enter the second part of the game in which you must locate the bomb. The third and final part of the game begins with an SAS assault.

After a shoot-out with KGB agents the game rests in the balance as you attempt to defuse the bomb.

The *Fourth Protocol* will be published by Hutchinson and will be available for the C64 and Spectrum priced £12.95.



G

NEWS NEWS

Theatre Europe

The first 30 days of WW III are simulated in Theatre Europe. In this the second of the War-gamers Series from PSS, you play either the supreme commander of Nato or his opposite number is Moscow.

During the game you

control ground, air and nuclear forces in an attempt to defeat a computer opponent. This opponent can play at one of three levels which range from a non-nuclear level for beginners, through the accepted Nato or Warsaw Pact strategies for more advanced players to a highly unpredictable strategy that should only be tackled by experts.

The conflict is mapped out before you on the games map and radar screens through which you plan your strategy. However, you will also need a keen fire button as individual battles are fought out with a joystick on action screens.

Theatre Europe will be released by PSS for the C64, Amstrad, Atari and MSX computers.

Texas Sale

Harlow based Akhter Computer Group are holding a spring sale of TI software. Many titles are available with up to 25% off the recommended retail price.

TI owners looking to increase their software library should contact Akhter on Harlow (0279) 44382.

The Chess Game

The Chess Game is the first release from Micro Classic. Although they have written games such as Hunchback for Ocean.

The Chess Game is described as an original arcade game in which the main character is animated by no fewer than 750 sprites definitions.

At one stage in the game he finds himself in a huge chessboard stadium where all the pieces are out to get you and the audience howls for your blood.

The Chess Game is for the Commodore 64 and will cost £7.95 when it is released in June.



Creative Doctor

Mad Doctor is the title of the next major release from Creative Sparks. It is a strange graphic adventure in which you play a mad scientist who is determined to build a monster.

Naturally you live in a suitably evil castle next to a terrified village. During the game you must find bits of bodies for your monster which you will probably find attached to live villagers. These are easily despatched but beware of indiscriminate killing or the villagers will destroy you.

Once you have suitable corpses you should select the good bits from which

you will build your monster. You should try and use only the best bits as this will determine whether your monster is a good one that you can present to the Royal Academy or an evil one that will turn against you.

The game is joystick controlled and will be available for the Commodore 64 in June.

Creative Sparks will also expand its range of £2.50 pocket money games with forthcoming titles including St. Crispin's. This is the worst hospital in the world and the object of the game is quite simply to escape. During the game you will have to avoid bedpans, nurses and

infectious patients.

Desert Burners is a motorbike stunts game with the added bonus of being shot at by helicopters.

In Space Tunnel you must navigate your spaceship through a narrow channel which bends from side to side. Once this is quickly mastered you must tackle one that moves up and down then one that moves in all four directions until finally you must also negotiate banks of lasers.

Finally Merlin is a spell em up type game as opposed to a zap em up game in which you must collect ingredients for your magic potion while fighting other magicians.

Impossible Spectrum

The Spectrum version of Impossible Mission is to be released in June by CBS Software. According to CBS the game will be completely rewritten and will compensate Spectrum owners for the lack of the excellent speech found in the 64 version.

Also scheduled for a June release is Summer Games II which will be another collection of grueling sports to challenge joystick athletes.

This is our monthly forum of your letters and our answers. If you have a gripe about us or anybody else, write in. If you have praise about anything, write in. If you have a problem then maybe we can answer it (adventure problems to the adventure section please).

The best letter of the month gets a small prize so also tell us which computer you own.

Dear Sir,
I have had 'Elite' for the Electron for some time, and recently aquired 5000Cr profit, with which I purchased a Galactic Hyperspace unit. However, this does not work, could you tell me why?
Mark Brannon
Thanet

The reason behind the non-functional Galactic Hyperspace is quite simple. When Elite was converted from the BBC disk to BBC tape, certain bits were left out, because the disk version kept data on disk and accessed when necessary. The tape version had some of this removed as continual accessing was not possible, mainly indepth details of the planetary data.



When the Electron version was released, even more was needed to be removed so that the speed could be kept up to a reasonable level (not entirely successful), so one of the things removed was the extra seven galaxies.

As a side note mining lasers (so you cannot mine asteroids), military lasers (an absolute must if you can afford them), rotating planets, suns (so no free fuel), and a number of enemy ships were also removed. Detracting slightly from the game,

but I'm sure you'll agree Elite (even on the Electron) is one of the best games ever written.
Mike Roberts.

Dear Sir,
Please could you print some Commodore 64 games, preferably machine code and space games.

Also you can tell me if programs for the VIC 20 will run on the C64 and vice versa.

Steve Vesta
Leeds

Yes, we will be printing C64 games of this type, and we are interested in any submissions from readers of this type, please see our submissions page for further details.

At least 90% of C64 games will not run on a VIC without major changes. However, some Basic listings published in magazines will work if they have been slightly re-written.

Mike Roberts.

Dear Computer Gamer,
I was under the impression that you couldn't get 'sprites' on an Electron, only on Commodore 64s, Atari's etc, but I was reading a magazine article the other day that said that you could, which is true?
Colin Freeman

What's wrong here is a clash of terminology. Many years ago in the dawn of computing (etc,etc) it is quite rare for a computer to have a VDU (video display) at all, most used teletypes. So the new micros, which did have displays, were quite astounding as they had 'moving graphic' games.

Now moving graphics as a rule are quite jerky

and take a lot of memory manipulation and processor time — ie, they can be quite slow. So those nice people at Texas came up with a (colour!) video chip that had 'sprites' small movable objects that appeared on the screen, yet didn't interfere with the contents of screen memory. These sprites were also capable of 3D effects in hardware, taking a lot of strain off the programmer. Collisions between objects were also taken care of automatically.

So, the term 'sprites' came to mean the most incredible object movements possible, and sounds a great deal better than 'moving graphics'.

So in the wave of commercialism that came when the first home computers, as opposed to hobby computers, hit the streets 'sprite graphics' was used once or twice to describe a truly excellent game which had moving graphics of the utmost complexity. This description was understood by the computer fraternity and taken to mean just that.

However, with more and more non-computer literates and unaware marketing*publicity people the term has come to mean lesser and lesser quality of graphics. So now people call any kind of moving graphics at all 'sprites'.

The ONLY popular computers on the market at the moment that have sprites are the Commodore 64, Memotech, Atari and MSX machines.

The same problem has occurred with the word 'Dongle'. It means 'hardware security device', but an unguarded moment by a journalist in a review of the QL, the word was applied to the ROM badge that hung off the back off early (and later!) QLs.

LETTERS



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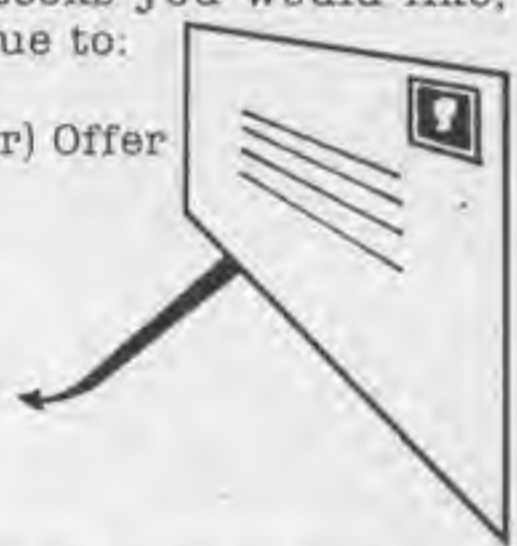


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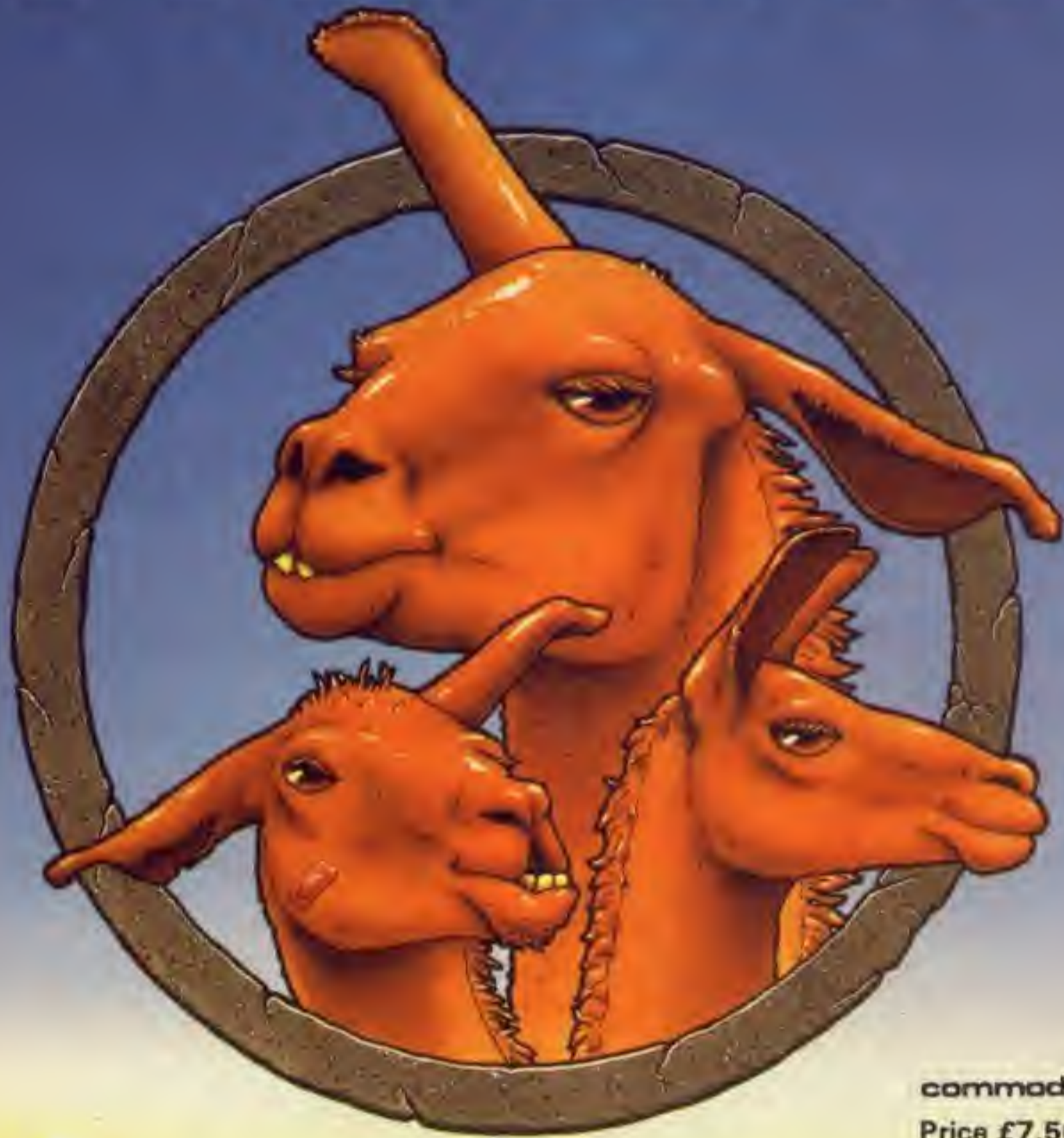
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HI-SCORE

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Eecaan has continued in his search for the best gamer in existence. The list is changing and growing, you too can be on this list. All you have to do is fill in either your score next to an existing game

or add your own score and game in the spaces provided on the page, get another person to sign it to say that they have witnessed this (a screen shot would be preferred and takes priority in the event of a tie or near tie).

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Nexar	VCS	T Powell	4750
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HERO	VCS	T Powell	33745
Mouse Trap	VCS	J Ellis	6321
Zaxxon	VCS	T Powell	20100
Dig Dug	VCS	T Powell	18950
Venture	VCS	T Powell	3800
The Empire Strikes Back	VCS	T Powell	3247
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EXODUS ULTIMA III

The land of Sosaria has had more than its fair share of troubles. Over 20 years ago the evil wizard of Mondain looked poised to conquer; the story of his destruction is chronicled in Ultima I. Shortly after, the existence of his apprentice, Minax, was revealed and the crusade began again. Younger and more cunning than her master she proved particularly difficult to conquer. Her destruction in the ending scene of Ultima II was considered the final banishment of evil from the land. The last twenty years have indeed been quiet, no Balrons, no signs from the west; even the Orcs have disappeared from sight. Continued

the UK. This is set to change in the near future when Exodus — Ultima III is released in the UK for the Commodore 64 by US Gold as the first of a series called All American Adventures.

Created by a character known as Lord British, Exodus is a role playing fantasy adventure unlike any text or graphical adventure I've played before.

Preparing for the Journey

The first step before embarking on a journey into Exodus is to create a player disk onto which a roster of twenty adventurers can be stored. Having copied the flip-side of the game disk for this purpose you can then create the adventurers for your first exploration.

Up to four characters can adventure together, each one created from a choice of five races and eleven professions. Each



turers is the key to early success in Exodus — bear in mind the need to fight without the aid of magic early on.

The five races to choose from are Human, Elf, Dwarf, Bobbit (you can't call them Hobbits without permission from the Tolkien estate) and Fuzzy. Professions are two numerous to mention though I suggest you have a Thief and someone with magic powers in every party. Having created a party you are then ready to enter the land of Sosaria. Incidentally, if your party does not number four you'll find many characters on your travels willing to join in your quest.

Sosaria

The above ground continent of Sosaria is massive in itself with lakes, mountains, oceans, castles, cities and towns. Your adventuring group is represented as a single figure on a large four-way scrolling map. All above ground graphics are white on black which rather than detract seem to add to the medieval flavour of the game. Entering towns and castles causes a quick whirr from the disk as the new map is loaded.

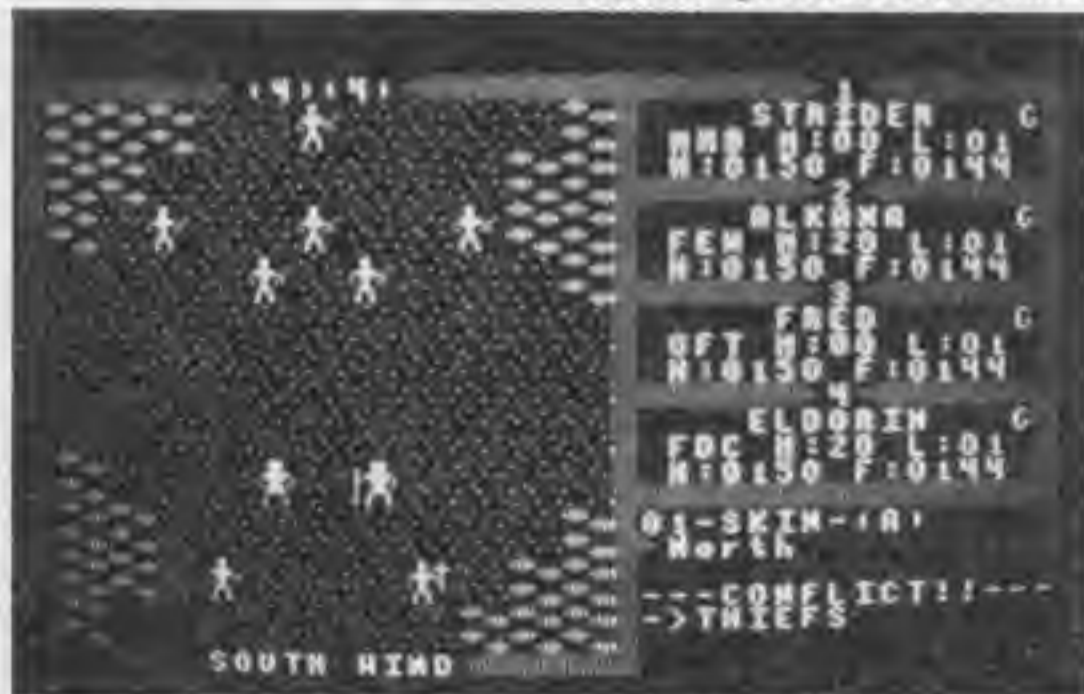
One novel feature I haven't seen before is that the scrolling map only shows as far as you can see which means behind mountains and forest is just shown as blackness.

In Exodus it is perfectly easy to be wandering aimlessly, lost in a forest and at the mercy of any other creatures you may meet. A special item that can be peered into gives a full colour view of all surrounding terrain, though it may be sometime before you find this item.

Control of your party is by means of single keystrokes, each alphabetical key has a function such as 'C' to cast a spell and 'S' to attempt to steal something. At certain points within the game you can enter normal adventure commands such as KISS FROG or GET SPEAR. The non-alphabetical keys to the right of the keyboard are used to actually move your group.

The first thing to do upon entering Sosaria is to wear your armour and ready your weapon, then head for the nearest town or city to buy provisions, better weapons and armour. Towns are mostly harmless mainly due to large unpleasant looking guards that patrol them. A disagreement or theft within a town will attract these guards who then quickly deposit you outside the town. Within the town there are weapon shops, armouries, grocery shops, pubs, churches, healers and occasionally oracles, stables and thief's guilds. Talk to everyone within a town and make a special point of going to the pub, buying people

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research into the ruins of Minax's castle revealed someone or something born around the time of her death. Recent upheaval and unrest, especially at sea, suggest that this thing may be still alive. Against this background you venture into Exodus, the third of the Ultima series.

Other than for a few enlightened Apple and Atari owners the Ultima series has had little impact in

race and profession has characteristics that make them more suitable for one aspect of the game than another. For example, an Elfin Cleric would be dexterous, not very wise but able to cast some of the religious spells. A Human Barbarian would be ideally suited to be the heavy man in combat being capable of bearing all weapons and armour but also rather dim. A good combination of adven-

Exodus: Ultima III is the first of the All American Adventures. Nick Walker arms himself with his trusty blade and investigates this epic game.



drinks and getting to know the barman. As we all know, a lot of gossip circulates in pubs.

One thing you soon learn about towns and cities is that their services are expensive. The only way to replenish your gold is to venture to a far more hostile environment outside. Here you may meet Orcs, Skeletons, Zombies, Thieves, Giants and numerous other nasties. There are at least 30 known evil creatures and certainly more that are unknown. Combat can take place when two groups are within one square of each other — when this happens, a special combat screen appears. On this new screen each member of the adventure party is shown and controlled separately, as in each monster. A fighting plan is needed to succeed in combat; I'll leave you to solve the secrets of combat.

If you successfully destroy your foes, a treasure chest will usually be left behind. Within these chests lie gold and many other items of interest. Even after battle, however, your troubles are not over. Many of the chests are trapped. A suitable spell or the services of an experienced thief are needed to disarm the traps. Otherwise you could be in for a dose of acid, poison, gas or even a bomb.

Most of your party's progress will be on foot.

However, horses can be bought or tamed from the wild. Travel on horseback is of course much faster. Although I've never seen one it is supposed to be possible to hire a ship to explore the lands beyond the continent Sosaria. By far the fastest way to travel is by means of the Moon Gates. Two continually waxing and waning moons called Trammel and Felucca control these gates. The current state of the moons is shown at the top of the screen. Correct use of the moon gates allows you to teleport to times and areas unknown and uncharted.

So far I've only described the surface terrain of Sosaria, a totally different and more treacherous world lies within the dungeons of this land. Upon entering a dungeon the display changes to a full colour 3D maze-like display. These multi-level dungeons are full of traps and pitfalls, strange winds howl through extinguishing all lights and many wierd and wonderful monsters roam within. The underground world of Sosaria is probably comparable in size to the surface. Although I've not explored there is much more beyond the oceans and in different times.

Conclusions

Exodus is a very challenging game that will probably keep the keenest

adventurer engaged for months. Lord British can put you through an awful lot of effort just for one lousy clue. In America the Ultima series has something of a cult following. Ultima players are truly fanatical — they have to be in order to finish these fiendish games. It took me almost one year to solve Ultima II so I don't expect to finish this until well into 1986. Unlike text-based adventures you don't suffer from being stuck at one particular point, there's always somewhere else to explore or another aspect of the two moons to consider. The ending I am informed is very spectacular and well worth every minute spent getting there.

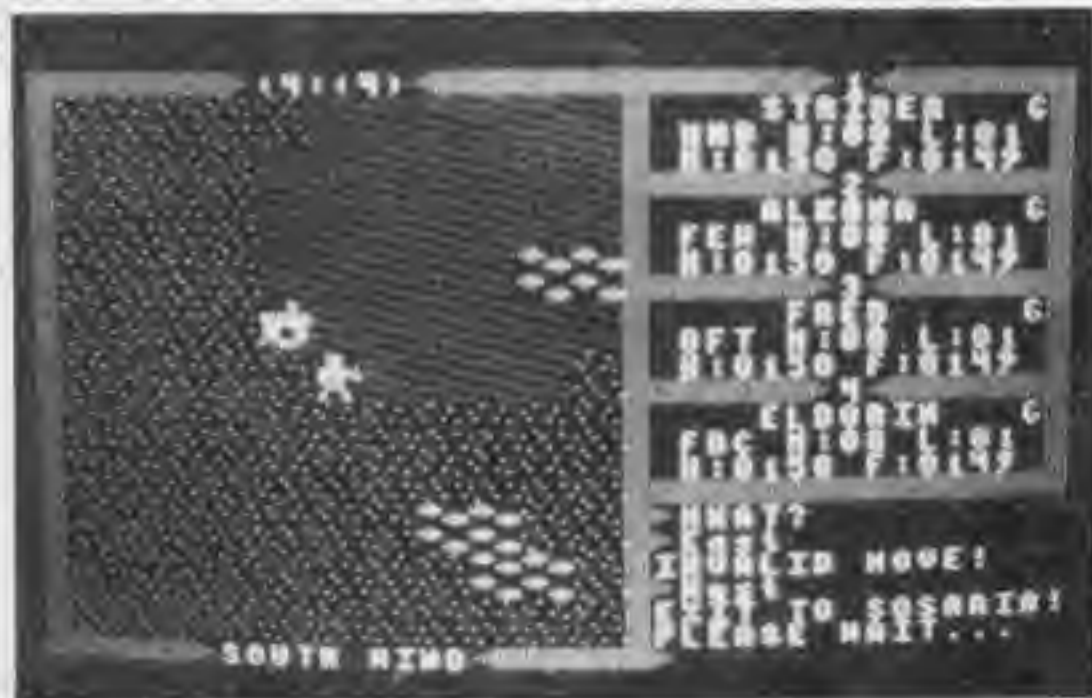
The game is, however, not beyond criticism. Two things irritate me when playing Exodus. Firstly, even when highly experienced you are still attacked by lots of lesser creatures who you can zap without even really trying. Secondly, although you can save the game at any point, you need to reboot the entire thing to get back to your last save.

Lord British has been labelled the J.R. Tolkien of computer gaming. Certainly to my mind Exodus with its labyrinth of dungeons, cities, islands, magic and more is an epic comparable to Lord of the Rings. I will leave you with one final clue: 'Page 147 of the Times book of Astronomy', but don't ask me what it means — I can't figure it out either!

Prices and Packaging

Origin Systems Inc. the American manufacturers of Exodus seem to have taken a leaf out of Infocom's book when packaging this game. Within the box is a Book of Play, a Book of Amber Runes (Wizards Spells), The Ancient Liturgy of Truth (Clerical Spells), the unfinished map of Sosario printed on cloth as well as the game disk and a quick reference card. I sincerely hope that US Gold cut no corners in packaging the game as it adds a great deal to its overall appeal.

Up to now Apple, Atari and IBM owners have been able to buy Exodus for a knockdown price of only £49.95 and was distributed by Softsel. Now lucky Commodore 64 and Atari owners can buy it from US Gold selling for only £19.95.



-WIN-A-DAY-AT- -OCEAN-

No, it's not a trip to the seaside but a chance to win a day with the chart-topping software house, Ocean. During the all-expenses paid visit the winner will be able to meet the programmers of such chart hits as Hunchback and Daley Thompson's Decathlon. The lucky winner will return from his visit with an Ocean goodies (sports) bag containing a T-Shirt and a bundle of games.

One of Ocean's forthcoming releases is a game based on the bestselling book *The Neverending Story* which is soon to be a film released in time for Easter. The story tells the tale of Bastian Balthazar Bux who is a rather chubby 12 year old schoolboy who steals a book called 'The Neverending Story'. However as he reads the story he is gradually transported into the book's magical land of Fantasia where he appears as a savour. There he befriends the book's hero and his adventures begin.

All you have to do to win this prize is to describe in not more than 200 words which book or game you would like to be transported into and briefly why. The author of the most original and entertaining entry will win the day at Ocean.

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1. This competition is open to all UK readers of Computer Gamer, except employees of Argus Specialist Publications Ltd, their printers and distributors, employees of Ocean, Eecaan, or anyone connected with them.
2. As long as the correct coupon is used for each entry there is not limit to

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3. All entries must be postmarked before 20th May.

4. The prizes will be awarded to the first entry judged to be correct by the editor.

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Any tape must be clearly marked with the program name your name, the machine it is intended for, and your address.

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Additional details:

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A good joystick is important to a master gamer as it can make such a difference to those high scores. Mike Roberts rounded up thirty four joysticks and presents his findings.

Joysticks are one of the most important devices that a computer gamer uses. It is in most cases the only interface between the computer and the user.

So the joystick becomes very important, here we present a comprehensive list of all the joysticks on the market for the popular micros. The categories are indicated at the end, but first some explanation is needed.

D9 refers to the common type of joystick that is used by the vast majority of computers such as the C64, VIC, Atari, all Spectrum interfaces etc. All other names refer to computers that have non-standard joystick interfaces.

Switches refer to the mechanical method of indicating to the computer what the joystick is doing. Quality goes in this order D, C, B, A and potentiometers being in a class of their own.

Extras refers to the odd additions that some joysticks have such as extra fire buttons and suction cups.

We have also included telephone numbers to contact the firms concerned. Happy Zapping.

Manufacturer	Price	type	switch	extra	Price	
Amstrad	JY1	0277228888	Ams	A	FG	11.95
Acorn	Joystick	0223316039	BBC	E	—	11.95
Atari	Joystick	01-7833344	D9	—	—	7.99
Super Joystick		D9	A	C		9.99
Cookbridge	Sure Shot	0532670625	D9	C	CH	15.95
			Elec	C	CH	34.95
			BBC	C	CH	18.22
			Drag	C	CH	17.08
			Ein	C	CH	18.22
Commodore	Joystick	0536205555	D9	A	—	7.50
Joystick		C16	A	C		9.99
Kempston	Competition Pro 1000	0234856633	D9	B	—	10.99
Competition Pro 3000		D9	B	AB		12.75
Competition Pro 5000		D9	B	C		13.50
Competition Pro 5000		BBC	B	CH		16.95
Competition Pro Junior		D9	—	—		5.99
Livewire Software	Proc Ace	0818344233	D9	B	A	10.95
Proc Ace		BBC	B	AH		15.95
Proc Ace		Drag	B	AH		13.95
Spectravideo	Quickshot 1	01-2200101	D9	A	AFG	9.95
Quickshot 2		D9	B	ABEFG		11.95
Suncom	Starfighter	061-6822339	D9	D	—	13.95
Slickstick		D9	D	—		9.95
Strike Commander		BBC	E	HD		18.95
Vulcan	Gunshot 1	01-2036366	D9	B	AFG	8.95
Gunshot 2		D9	B	AFGE		11.95
Harrier		BBC	E	EAFGC		10.95
Voltmace	Delta 14B	0462894410	BBC	E	HDC	14.95
Delta 38		D9	E	HC		10.00
Delta 3B		BBC	E	HDC		12.00
Delta 3D		Drag	E	HC		10.00
Wico (CGL)	Boss	01-5085600	D9	B	A	14.95
Three Way		D9	B	AE		27.95
Red Ball		D9	B	A		24.95
Number						

Machines Key

Ein Tatung Einstien
 Ams Amstrad/D9
 BBC BBC Micro/Electron Plus 1
 Elec Electron
 Drag Dragon 32/64
 C16 Commodore 16

Switch Key

A Collapsable Dome
 B Leaf
 C Microswitch
 D Touch Plate
 E Potentiometers

Extras Key

A Top Fire Button
 B Trigger button
 C Left handed operation
 D Extra button read separately
 E Pistol Grip
 F Auto Fire
 G Suction cups
 H Self centering

JOYSTICKS

GAMES

This month we look at how to use random numbers in action games. This is important since they are found in most games deciding anything from the movement of aliens to the number generated by a roulette wheel.

Random numbers are generated in Basic programs using the RND command.

Try typing this:

```
10 PRINT RND(1)
```

On the Spectrum and ZX81 the (1) can be left out. Run it and you will find that you will get a random number between 0 and 1. Keep on running it, you will get a different number each time. This is not very practical though, just having the range 0-1, so we use:

```
10 PRINT RND(1)*50
```

This gives us the range of 0-50. Again the (1) can be left out on the Spectrum and ZX81. The *50 can be replaced by any number, altering the range. The system is still not perfect. If you wrote a program in which you had to guess a number, it would take hours to get 13.1834882, so we use only integers (whole numbers). Therefore, we use the command INT, which goes hand in hand with RND, so we can use this format to get whole random numbers.

```
10 PRINT INT(RND(1)*100)
```

(Again the (1) to be left out on the Spectrum and ZX81). So we now have all the information needed to write a Guess the Number

program, which is listed below as Program 1.

Program 1

```
10 PRINT "G":REM CLEAR SCREEN
20 LET A=INT(RND(1)*100)+1
30 FOR T=1 TO 10
40 INPUT S
50 IF S<A THEN PRINT"HIGHER"
60 IF S>A THEN PRINT"LOWER"
70 IF S=A THEN GOTO 500
80 FOR R=1 TO 1000:NEXT R
90 PRINT "G":REM CLEAR SCREEN
100 NEXT T
110 PRINT "G":REM CLEAR SCREEN
120 PRINT "NO, IT WAS" A
130 END
500 PRINT "G":REM CLEAR SCREEN
510 PRINT "WELL DONE"
520 PRINT "YOU TOOK ";T;" GUESSES"
530 END
```

Lines 10, 90 110 and 500 clear the screen and, as I said last month should be replaced by CLS on non-Commodore computers.

Line 20 chooses a random number between 0 and 99, because of the INT, 1 should be replaced by CLS on non-Commodore computers.

Line 20 chooses a random number between 0 and 99, because of the INT, 100 will never be chosen. The LET can be left out on Commodore computers.

Line 30 starts a loop to give you 10 guesses.

Line 40 gets your guess.

Lines 50 and 60 work out whether you were too high or too low. Line 80 is if your guess than the random number; you were too low, so it prints

HIGHER. Line 60 is just the opposite.

Line 70 sees if you have got it right; if so, it jumps to line 500.

Line 80 gives you time to read the message.

Line 90 clears the screen so the program looks neater on the screen.

Line 100 goes back for your next go.

After your 10 guesses, defined in line 30, you do not go back, but continue to the next line.

Line 110 clears the screen.

Line 120 tells you what the answer was, using the method of printing the variable. In this case the variable is A, not in inverted commas.

Line 130 stops the program there.

The END must be replaced by STOP on Spectrums and ZX81s.

Line 500 onwards is if you had it right, see line 70. Line 500 itself clears the screen.

Line 510 prints WELL DONE.

Line 520 tells you how many guesses you took. The T is from line 30, the line giving you 10 guesses. (NOTE: the T is not in inverted commas).

Now for some more exciting games to play using the command RND. The first one is Trash Dodge. In this game, a number of pieces of trash, represented by * will appear on the screen. To destroy them, you must hit the number key of the number of pieces of trash present. Before typing it in, remember that LET can be left out on non-Commodore computers, and in RND statements the (1) can be left out on the Spectrum and ZX81.

Now, how it works:

Line 10 prints the Title.

Line 20 sets S, your score to 0.

Line 30 starts a loop, giving you 10 attempts.

Line 40 clears the screen. DON'T FORGET use CLS on non-Commodore computers.

Line 50 chooses a random number which will later be used for the position across the screen. As you set, the variable used is A.

Line 60 is the same as line

50, but variable D is used and this will be for lines down the screen.

Line 70 is the same again, choosing a number from 1 to 9 (the +1 at the end adds one so it is not 0-8) and N, the variable in this case is for the number of pieces of trash.

Lines 80 and 100 print the position down the screen, but PRINTing the cursor down on D (see Line 60) times.

Lines 110 to 160 print the pieces of trash. The important line is 110. This starts a loop for the number of pieces of trash (see Line 70).

Lines 120 to 130 are to make sure the pieces of trash are printed in blocks of three.

Line 140 moves the cursor along A places (see Line 80).

Line 150 PRINTs a piece of trash there.

Line 160 goes back to 110 till it has been there N (see line 70) times.

Line 170 PRINTs a free line.

Line 180 gives you time to hit a key.

Line 190 gets a number from the keyboard and should be replaced by LET Q=VAL("0"+INKEY\$) on the Spectrum and ZX81.

Line 200 sees if a key has been pressed. If it has, Q, got in line 190 does not =0, so it goes to line 240.

Line 210 goes back to 180 until your time to press a key has run out; then it continues to the next line.

Line 220 seeing the computer has not jumped to 240, it assumes no number was pressed which means you did not destroy the trash. It therefore tells you.

Line 230 jumps to line 290 for another go.

Line 240 if the key is pressed did not equal the right number, N, it jumps to line 270. For Spectrum and ZX81 owners, the word GOTO must be inserted between the THEN and the 270, as in line 200.

Program 2

```

10 PRINT "TRASH DODGE"
20 LET S=0
30 FOR G=1 TO 10
40 PRINT "3":REM CLEAR SCREEN
50 LET A=INT(RND(1)*18)+1
60 LET D=INT(RND(1)*12)+1
70 LET N=INT(RND(1)*9)+1
80 FOR I=1 TO D
90 PRINT
100 NEXT D
110 FOR I=1 TO N
120 IF I<>1 AND I<>4 AND I<>7 THEN GOTO 150
130 PRINT
140 PRINT TAB(A);
150 PRINT "*";
160 NEXT I
170 PRINT
180 FOR I=1 TO 200
190 GET Q
200 IF Q<>0 THEN GOTO 240
210 NEXT I
220 PRINT "YOU CRASHED INTO THE TRASH"
230 GOTO 290
240 IF Q<>N THEN 270
250 PRINT "YOU DESTROYED IT"
260 LET S=S+1
270 IF Q>N THEN PRINT "TO STRONG"
280 IF Q<N THEN PRINT "TO WEAK"
290 FOR I=1 TO 500
300 NEXT I
310 NEXT G
320 PRINT "YOU HIT";S;"OUT OF 10"
330 END
    
```

Line 250 tells you that you have destroyed it.

Line 260 increases S, your score, by 1.

Lines 270 and 280 work out if you were too strong or too weak, in the same way as higher or lower was worked out in the Guess the Number game.

Lines 290 and 300 give you time to see the message.

Line 310 goes back for your next shot.

Line 320 gives you your score. (NOTE: the S is not in inverted commas).

Line 330 ends the program. It can be omitted, but, if left in, must be replaced by STOP on ZX machines (the ZX81 and Spectrum).

Program 3 is Race Track. You are a car, V, which you must guide through the track without hitting the walls.

Use Z to move left and M to move right. Those who have VIC-20s can use the PEEK(197) method explained last month for smooth moving.

Remember: LET can be left out on Commodore computers.

Line 10 prints the table.

Lines 20 to 90 set up variables.

Line 100 is rather interesting; as we know, if you ignore the -1 at the end you would be left with a possible outcome of 0, 1 or 2, but because of the -1 the answers will be either -1, 0, or 1, meaning that the walls of the track can either move one square to the left, one to the right, or stay the same. Also, ZX owners, don't forget to leave out the (1).

Line 110 stops the track going off the edge of the screen.

Lines 120 to 140 move the screen as I explained in line 100. It is quite easy to understand if you look at the diagrams.

DIAGRAM 2

N.B. ZX81 owners will have to insert this line:

146 SCROLL

Lines 150 to 230 are used for printing the wall and the car. Look at Diagram 1 which will help to explain. The semi-colon is to stop the cursor moving down a line after the print. The GOSUBs to 1000 are to get the cursor in the right position for printing, so the right gaps are made as shown in Diagram 1. N is set to the different values so only one subroutine is needed.

Line 240 gets a key from the keyboard, which was explained last time.

Line 250 is if the key is not Z; then it jumps to line 280.

Lines 250 to 270 move in the appropriate direction (see Diagram 1).

Line 280 is of the key is not M; then it jumps to line 310.

Lines 290 to 300 move in the appropriate direction (see Diagram 1).

Line 320 increases your score by 1.

Lines 330 checks to see if you finished. If not, it goes to line 160 for another go.

Line 340 tells you that you have finished without crashing.

Line 350 ends the program. REMEMBER to replace this by STOP on non-Commodore computers.

Line 370 tells you that you have crashed.

Line 390 does the same as line 350.

Lines 1000 to 1040 are a subroutine for getting the correct spacing of the walls and car. It is fairly easy to understand, if you look at the explanation of lines 150 to 230 and at the diagram.

Next month, we shall go on to PEEK and POKE, mainly for Commodore computers, with the most advanced game yet — ASTRO-DODGE!

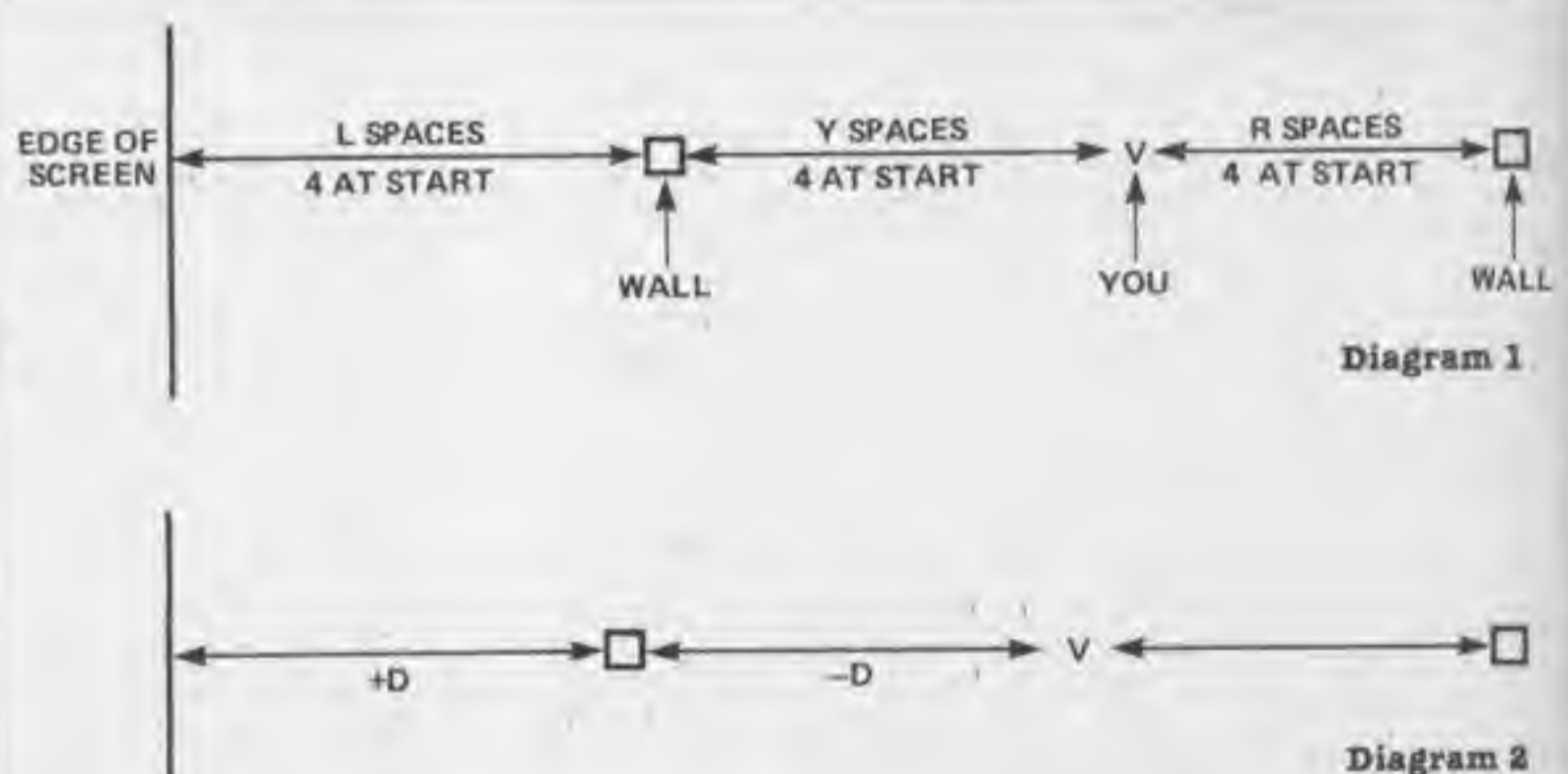
Attributes: Spectrum — J Hodges

Program 3

```

10 PRINT "RACE TRACK"
20 LET S=0
30 LET M=200
40 LET W=4
70 LET L=4
80 LET Y=W
90 LET R=W
100 LET D=INT(RND(1)*3)-1
110 IF L+D<0 OR L+D>10 THEN GOTO 100
120 LET L=L+D
130 LET Y=Y-D
140 LET R=R+D
150 LET N=L
160 GOSUB 1000
170 PRINT "※";
180 LET N=Y
190 GOSUB 1000
200 PRINT "V";
210 LET N=R
220 GOSUB 1000
230 PRINT "※"
240 GET I$
250 IF I$<>"Z" THEN GOTO 280
260 LET Y=Y-1
270 LET R=R+1
280 IF I$<>"M" THEN GOTO 310
290 LET Y=Y+1
300 LET R=R-1
310 IF Y<1 OR R<1 THEN GOTO 370
320 LET S=S+1
330 IF S<M THEN GOTO 100
340 PRINT "WELL DONE, YOU WON THE GRAND PRIX"
350 END
370 PRINT "YOU HIT THE SIDE AND SPUN OFF"
390 END
1000 IF N=0 THEN RETURN
1010 FOR I=1 TO N
1020 PRINT " ";
1030 NEXT I
1040 RETURN

```



24

BLAGGER GOES TO

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COIN-OP CONNECTION



Pitfall



PacLand

Usually the trend is for arcade games to be converted for home computers, but not for Activision. Mike Roberts (words) and Ed Davis (pictures) take a peek...

The coin-op version of the popular Activision game Pitfall is now in the arcades

The main differences are apparent when you first see it, the graphics and sound are improved, and the game play is easier on the later levels, and harder on the earlier ones. It goes without saying that graphics and sound are improved, though the famous Pitfall jingle is ever present.

The main problem that you will come across is that the arcade Pitfall is a combination of the original Pitfall and the sequel, Pitfall II.

The first level is like an abbreviated Pitfall; jungles, crocodiles, rope swings, scorpions, and all that. While the second

level is Pitfall II, I didn't get any further than the second level, so I don't know what else is there.

Extras on the first level include lightning, erupting volcanoes, and log rolling. The second level has falling stalagmites as an added hindrance.

Atari's latest offering is an interesting game based on that ubiquitous little fiend — Pac-Man.

In PacLand, Pac-Man is a little animated character that moves along a horizontally scrolling landscape catching fruit and power pills. Of course there are ghosts out to get him. This time, though, they are flying aeroplanes trying to

bomb him, were trying to run him over, and either pogo-sticks or pneumatic drills (the graphics were not clear enough to tell) trying to squash him.

The graphics are very colourful, and the game is easy to play once you've got the hang of it.

1942 is a game loosely based on the Battle of Midway. Rather an odd subject for a Japanese arcade manufacturer to take up — considering that it was the battle when the Americans started beating the Japanese in the last war.

The game is a plan view of various islands, which only provide a backdrop. At the bottom of the



1942



Exed Exes



Star Force



Kung-Fu Master

screen starts your P45 lightning fighter, which is produced by very nice graphics indeed.

The Japanese fighters and bombers come down the screen and you shoot at them.

There is one original feature though, and that is a percentage hi-score. As well as the usual score hi-score, there is a record of who has the best ratio of enemy fighters to enemies shot down. A good percentage is around 70%. Watch out for the graphically excellent loops.

Exed Exes is a novel game with very good graphics indeed. You are a wasp (though I've never

seen a wasp with laser!). You travel across a hive blasting various things into small pieces. There are various special features that drop up at different times with fruit being the dominant bonus catcher.

On the traditional 'space ship destroying everything' theme is a game called Star Force. It suffices to say that it provides a difficult challenge for even the most hardened cap artist. And a lot of the patterns are extremely difficult, and very fast.

The current craze in the arcade scene at the moment is martial arts games. A new one called Kung-Fu Master has

more of a story line and game play to it than most.

You must go through five floors of a house to rescue your beloved, held captive by the boss of organisation X.

To do this you must battle your way through waves and waves of baddies. Fighting in the game is simpler than on other martial arts games as there is only one joystick and two buttons. You can kick or punch, and duck or jump.

Ducking and jumping can be very important as when you have beaten the standard baddies a 'super' baddie can appear who throws knives at you. These are either high or

low and must be jumped over or ducked under. A hit from one of those results in lots of blood spilling from the wounds. However, a couple of kicks to the throat and he is soon down.

After all of this you come across the aforementioned Kung Fu master. In level one he wields a stick that can be very painful to you, despite plenty of kicks and punches I never beat him (ever after about 20 games).

That's all for this month. As always, thanks to Dieth Leisure at 127 Wandsworth High Street, London SW18 for all their help.



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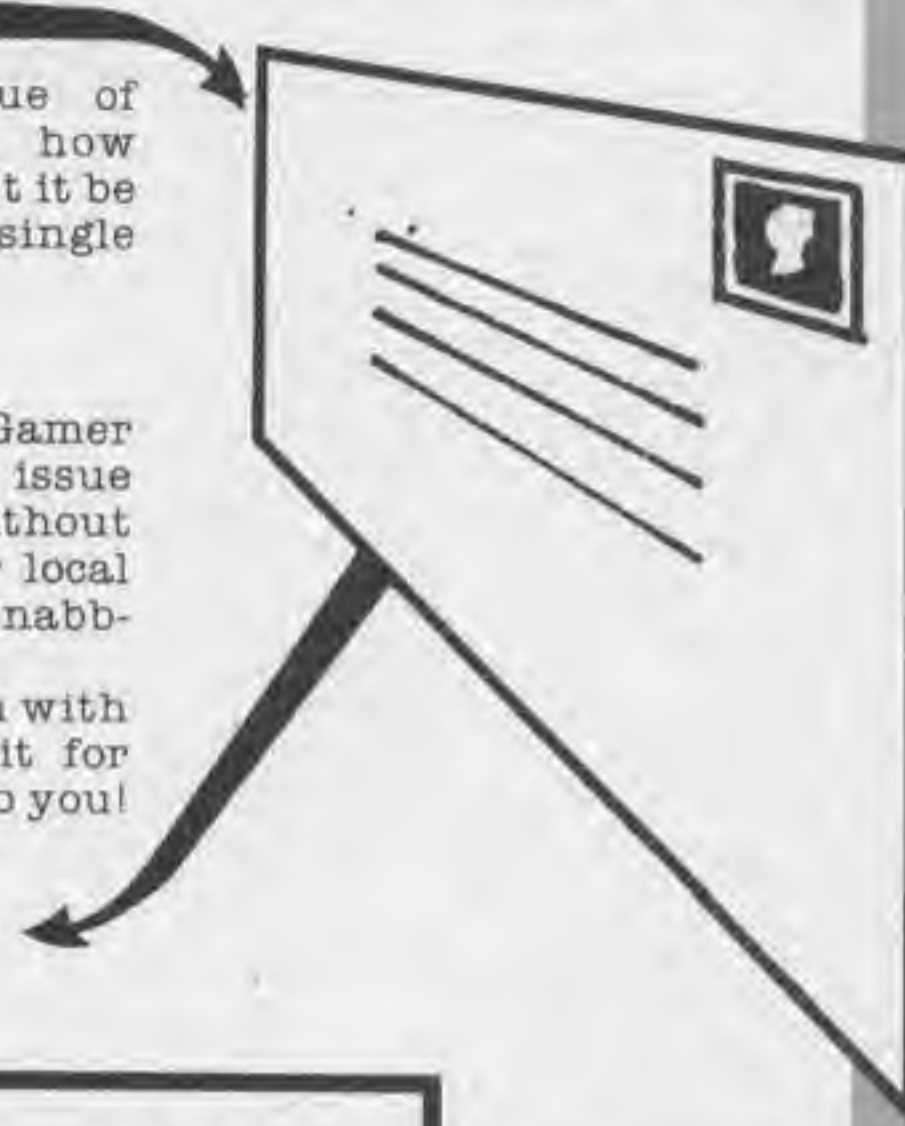
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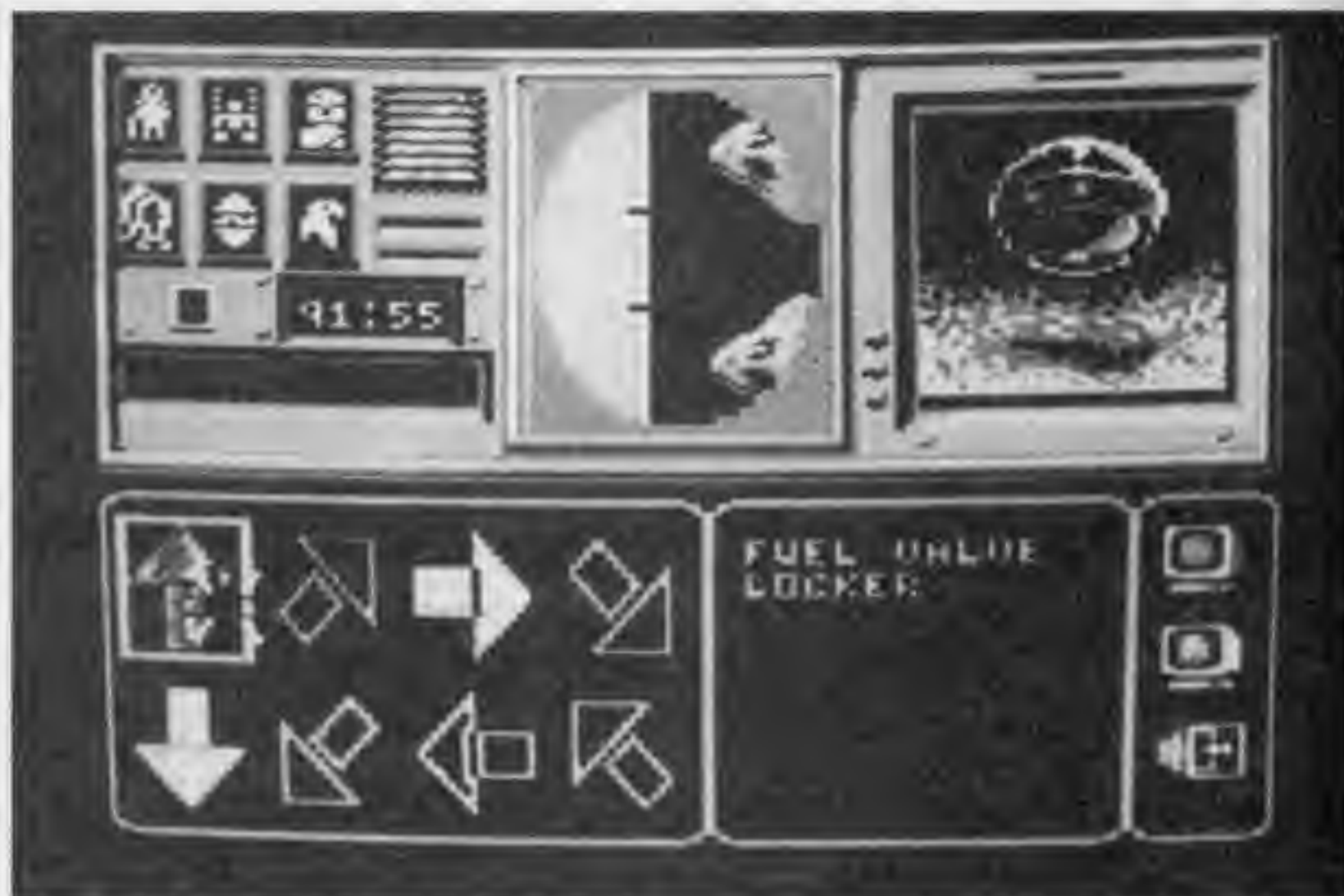
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SHADOWFIRE

Your mission, now that you have been forced to accept it, is to rescue the kidnapped Ambassador Kryxix from the hands of the evil General Zoff. Unfortunately the Ambassador is being held on the centre of the General's own ship, Zoff-5. This is heavily guarded by Zoff's army of humanoids and robots and consequently you will be outnumbered and outgunned. To add to your problems you must complete your mission in less than 100 minutes.

Your team to complete this task consists of the usual collection of murderers, thieves and psychopaths that are sent on such suicide missions.

They are known collectively as Enigma and consist of the team leader Zark Montor, an insectoid called Syyk, Torik a winged humanoid, a weapons droid called Maul, Sevrina a murderess and Manto who operates the transporter that will get them onboard Zoff-5.

The following article looks at the important aspects of the game in order to help you accomplish what would seem to be an impossible mission.

Shadowfire has a completely new game system which you must familiarise yourself with if you are going to stand any chance of completing your mission. The game mechanics are icon driven by which all commands are replaced by a pictorial representation of the action (an icon). For example the command "pick-up" is illustrated by an icon showing a hand picking up a suitcase. Similarly there are icons for drop object and use (a finger pressing a button). These actions are part of the object screen which is just one of the three screens available for each player. The others are a movement screen where the player selects the arrow in which direction he wishes to go and the combat screen where you decide whether your characters

will attack, hold or run away.

These three displays occupy the lower half of the screen whereas the upper half always consists of the console screen. This from right to left displays a picture of the character currently selected, a map of the area surrounding it, a game timer, a message screen and a mode indicator. This final area consists of miniature icons, one for each character, and is colour coded to indicate the current status of the character, for example moving, attacking, retreating, stationary or dead.

It is important that you learn the significance of these displays as you will have to act quickly in an emergency. Indeed in order to complete your mission you will have to keep all of your characters busy all of the time.

These display panels are accessed either from each other or from a main character screen by selecting one of the coloured

30

In DEPTH

Both are heavily armoured, strong but slow. Zark is the team leader and with his translating abilities is the only one able to speak to the ambassador and so persuade him to come with you. Finally Manto is the only one that can use the transporter that not only gets you onboard the ship in the first instance but can also be used to transfer the slower but stronger characters to the 'front line'.

Before you send your characters into the fray you will need to arm them from the array of weapons and objects that you have onboard your own ship. Which objects you give to which character will also effect your chances of success and so you should study the effects of the various weapons. Weapons subdivide into three main groups, light, medium or heavy which not only describes their weight but also their firepower. You should arm Severina with a light laser pistol as she will tire easily and so on. The weapons droid Maul, if given a heavy weapon such as a rocket launcher, becomes a formidable fighting machine. Unfortunately you don't have such a weapon, so you will have to find him one on the ship. Before you set off you should give the toolkit to Severina with which she can open any door and the transporter to Manto.

It is up to you how you divide your team into assault groups as I am still to find a truly successful combination. Selecting such teams is complicated by the fact that objects that you find on the ship will affect your strategy. Consequently, only when I have fully mapped the ship and its objects will I be able to decide who should have found what. Most of the objects seem to be logically placed. For example you do in fact find weapons in



VDU icons.

The main character screen also shows the current levels of the characters strength, agility and stamina. These are important values and will undoubtedly change during the game.

A characters strength determines the weight of equipment that he can carry and also the amount of damage he can take. The characters speed is determined by the agility rating which will decrease as the character tires.

Finally a characters stamina will determine how quickly he recovers

from exhaustion or injury. Exhaustion can be quite a problem especially if the characters are carrying too much. This is indicated by the coloured bar designated by a set of scales. While the bar is green the character is fine but if it turns red then you must immediately drop something or the character will quickly tire.

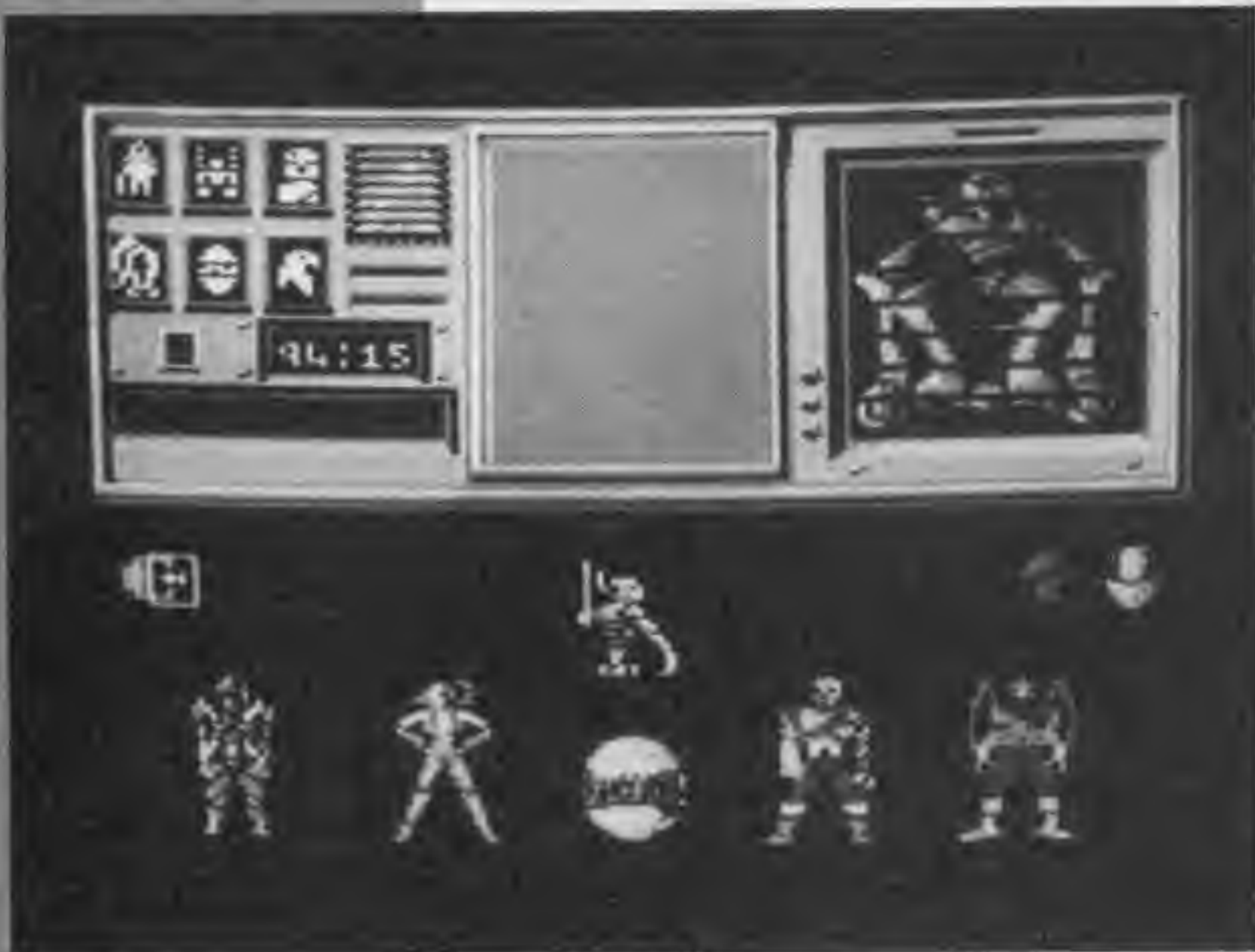
Since each character has a unique set of physical characteristics some will tire more quickly than others for example Severina, whereas the likes of Syllk and Maul

should trundle on quite happily.

Not only do the team members differ physically they also have specialised abilities. For example Severina compensates for her frailty by being an excellent marksman and locksmith. Torik can fly and therefore is an excellent scout. Indeed skillful use of Torik can save you a lot of time as he can quickly eliminate dead ends as well as locating the enemy. Once he finds them he can then lure them into a trap set by the two fighters on the team Syllk and Maul.



In DEPTH



you will devise your own strategy but it is important that you regard the game as a commando style operation in which speed and stealth are equally important. Always avoid shootouts with the enemy. Instead pick them off when the odds are in your favour.

Finally since you have only 100 minutes in which to complete your mission you must move quickly and so it is vital to keep all of your characters busy all of the time. After all there are only six of you against a ship load of enemy troops.

It should take most players some months to complete the mission and even then you can try different strategies and team formations.

When you finally exhaust that potential, Beyond will be ready for you. August is the planned release time for the Shadowfire software tuner. This intriguing program will allow you to change the characteristics of your team as well as the format and defense of Zoff's forces. In essence this creates a two player option with one of the players setting the ships defences that must be breached by the other.

Shadowfire is just the first in a trilogy of games. Details are scarce about the sequels but a working title for the second game is logically Shadowfire 2. This is to incorporate animated graphics and the story begins where Shadowfire ends. Enigma are back on board their ship along with the Ambassador and a captured General Zoff. Unfortunately the ship crashes killing some of the Enigma team and allowing Zoff to escape. Then the game consists of you trying to recapture Zoff on a hostile planet.

Shadowfire costs £9.95 and contains both the 64 and Spectrum versions on the same tape.

Shadowfire was written by Denton Designs, particularly Steve Cain, Karen Davies and Ian Weatherburn (game design) and Dave Colclough (C64) and John Heap (Spectrum) who did the programming.

the armoury but others are carried by the enemy troops. Here lies another problem, for in this game good weapons are hard to take as the present owner will undoubtedly use it against you.

Some of the more interesting objects you should look for are colour coded key cards, to allow you access through the doors in the relevant section, grenades and smoke bombs, and a time delay unit that will freeze everyone on the ship for a few minutes except of course the holder of the device. A particularly useful device is a master pass card that will open any door, unfortunately this is currently held by Sky Fortress Captain Churl, Zoff's second in command, who doesn't seem keen to give it away.

Zoff's forces consist of a mixture of humanoid and robot troops and divide into three types, Marshalls, Squad leaders and troopers. Logically the higher ranking troops are more intelligent and better armed than the troopers. The troopers are generally organised into squads and are accompanied by a squad leader.

These squads patrol the outer portion of the ship although their set routes are difficult to map as they will attack you on sight. The best troops guard the inner areas and will home in on you when you approach. A particularly unpleasant aspect of the enemies movement are triggered events. For example, stepping into Zoff's cabin will set off an alarm and you will rapidly be outnumbered by troops. Consequently once you have identified such events you should pick off in manageable numbers the attacking forces before you trigger the trap.

You should always try and attack enemy forces in strength and if possible from different directions. Similarly only use the retreat option when absolutely necessary as getting shot in the back is generally bad for your health.

As you play the game

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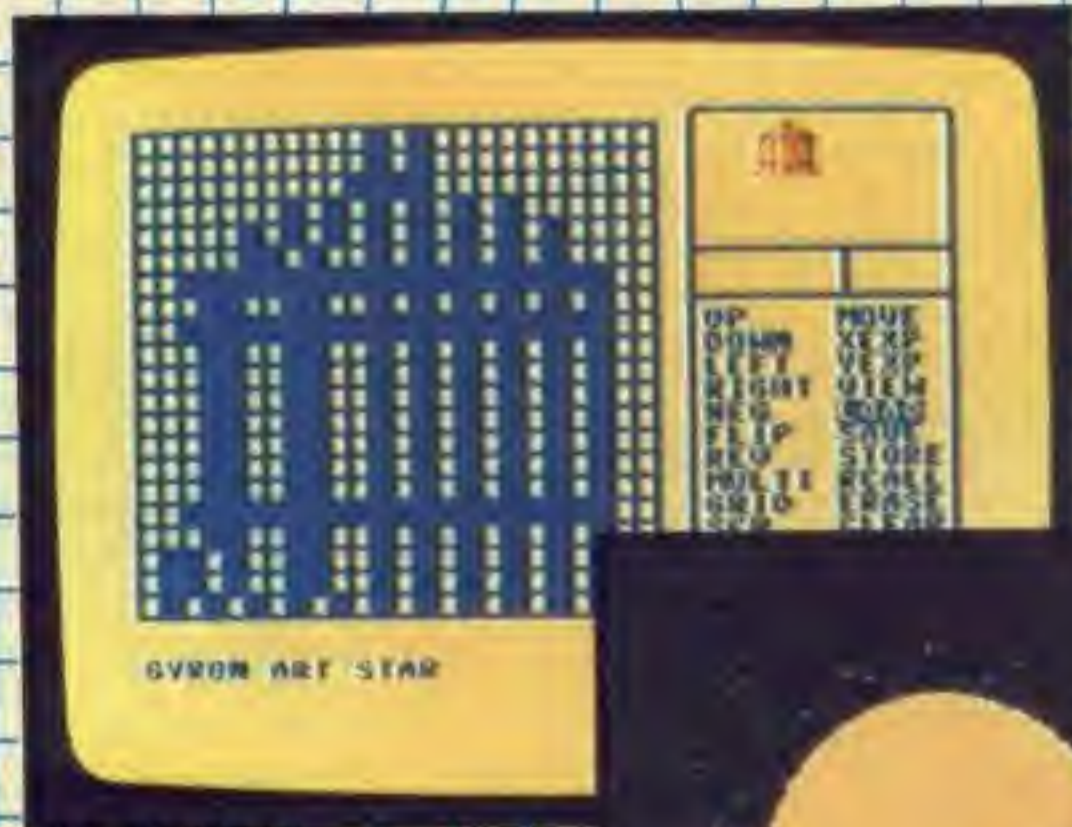


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How to Enter

All you have to do to enter this fantastic competition is to use your games knowledge to answer the question printed below along with those set in last months Gamer. If you are without a copy of our first issue then the droids in the back issues department will be delighted to send you one.

You should write your answers clearly and if you use more than one sheet ensure that your name is clearly marked on all sheets.

Each question has a number of points allocated to it, that you will receive if you answer it correctly. The total number of points up for grabs is 80 with 25 allocated to last months questions. The competitor with the highest points total will win the arcade machine. The next twenty highest scorers will win the games packs. Any ties will be resolved by the tie breaker cartoon caption.

Questions 1 to 5 were printed in last months Gamer.

- 6) In which game would you find . . . (1 point each)
- a) telephone boxes
 - b) giant boots
 - c) musical notes
 - d) moon gates
 - e) radioactive seaweed

- 7) Now get out of that! (Up to 20 points)

Study the description given below and apply your adventuring talents to describe how you would get out of a rather sticky

situation that you find yourself in.

Please try to keep your description as clear and concise as possible and use only the objects included in the description below.

You breathe a sigh of shortlived relief but then you almost choke on the foul stench of death. The dragon nearly got you but you managed to slip away but only after giving up all your equipment including your trusty blade.

The stench is coming from a corpse slumped beside you that was once an armoured warrior. His breastplate is now drenched in blood which has flowed through the gash made in the steel breastplate by the sword that still lies there. Strangely the pommel of the sword carries the same crest as on the warriors helmet. An aura of magic emanates from the sword and from a curious black rod that the warrior grasps in his hand.

You are standing on a ledge of a deep chasm that is breached by a bridge which is constructed from wooden panels. These panels are connected to two metallic guide lines that are anchored securely to the ledge. Two further lines form handrails that are themselves secured to the wall of the ledge.

Your thoughts are disturbed by the yells of abuse from a goblin war party that has appeared on the other side of the ledge. There are fifteen of them each armed with a deadly sword. They

charge onto the bridge as odds of fifteen to one make even orcs into brave warriors.

You must act quickly for even though the bridge spans 120 feet they are already halfway across. If you stand and fight you will surely be outdone. There is no retreat except into the dragons mouth. You can be certain that it will be watching the narrow gap that you had just escaped through.

The orcs certain of victory begin to wave their swords and spiked shields

in a defiant war cry. Now get out of that!

Tiebreaker

Write an apt and witty caption to the cartoon below as it will be used to differentiate between any tied scores.

Finally, send your entry along with the coupon below to:

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CELEBRITY CORNER

To me this article was the opportunity of a lifetime, a chance to interview my boyhood hero, Peter Lorimar. In those days I could have recited the names of the complete Leeds team backwards ... in Swahili! (So could I, Ed).

At the tender age of sixteen, Peter was the youngest ever player to play for Leeds United. During Leeds' heyday in the early seventies it was Lorimar who was always at the forefront of their attack. Renown for his phenomenal shooting power, "Hot Shot" Lorimar must have given the opposition goalkeepers many a sleepless night. Following a short spell playing football in America, Peter returned to rejoin the Leeds team. A team which is now under the management of a former team colleague of Peter's, Eddie Gray. Now in his late thirties he recently broke John Charles' long standing record to become the highest scoring player in the club's history.

Why did Peter buy a computer in the first place? "For the same reason that most parents buy them, the boys were using one at school and wanted one to use at home". Of the many computers that were available at the time why did he choose the BBC computer? "Eighteen months ago when I bought the machine it was the best computer around, I believe it still is. It also seemed the obvious choice as it is the machine used in the majority of schools". The machine was purchased from a specialist dealer and not a chain store, why was this? "I was looking for a complete system. GMT computers of Leeds are an Acorn specialist and could therefore supply everything". Have you ever had any problems with the machine? "The most major thing to go wrong has been a couple of faulty connecting leads, but these were replaced on the spot by the shop".

Peter's system consists of the BBC micro, a cassette deck, joystick and TV set. In other words it is the standard set up that graces most of the homes



in the country. Has he any thoughts of expanding the system? "Not at the moment, as the boys get older and they begin to move beyond games, maybe then we will look into further expansion". However, Peter's eldest son Simon has other ideas and is currently on the lookout for a Commodore 64 as a second machine.

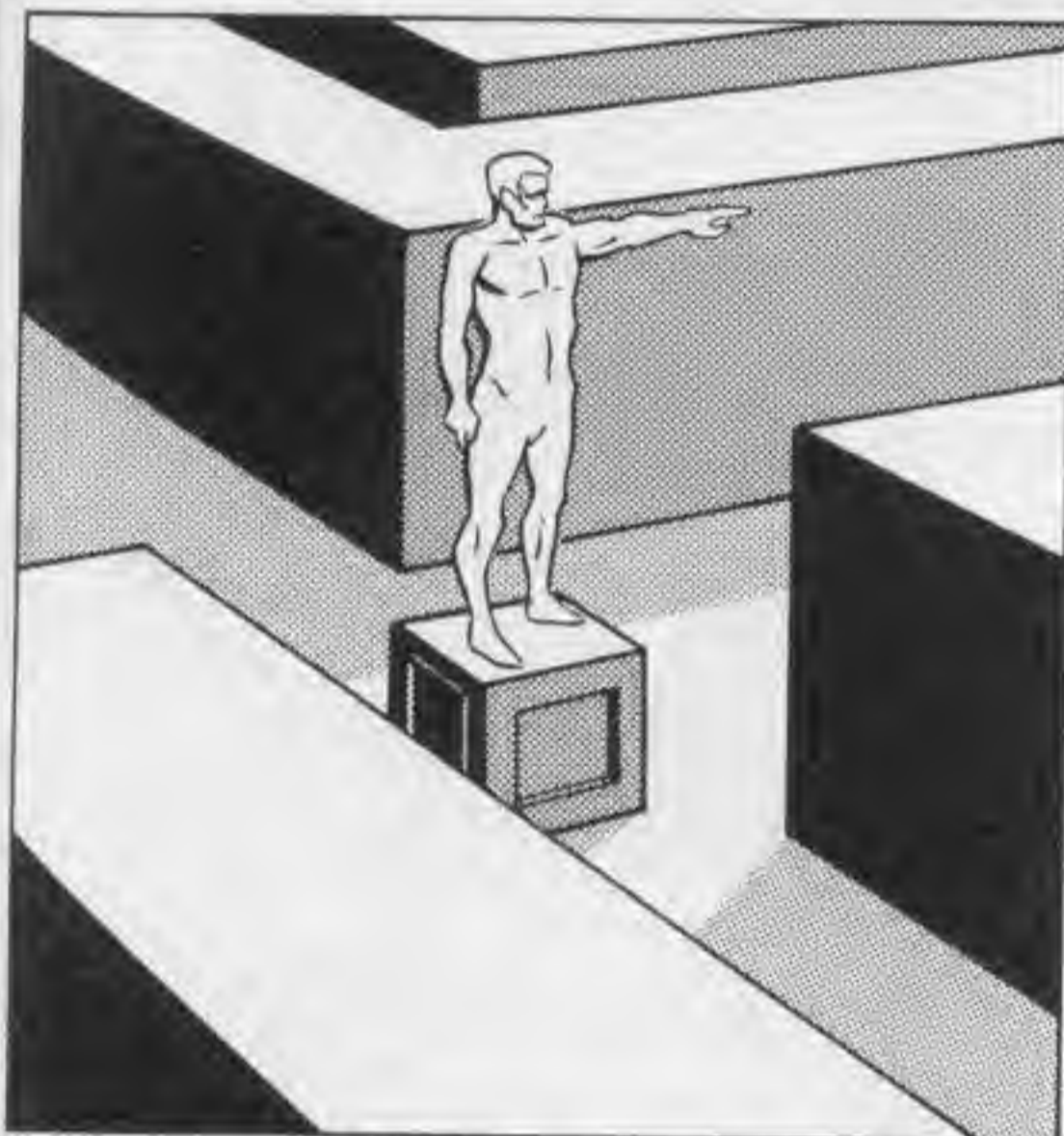
Games figure prominently in the Lorimar household, and the house is quite frequently overrun with the boys school friends. When asked what type of games Simon and Jamie preferred the answer came as no surprise, "Simon and Jamie spend a great deal of time playing football games, the ones that can be played by several people at once". Does Peter himself play any games? "If I poke my head around the door and the boys are

playing any of the space games then I will sit down and take them on, but I invariably lose".

Getting down to the more serious stuff, does anyone in the house do any programming? "Simon will quite often sit down and write programs". Have you ever tried your hand at tinkering the old keyboard? "The only bits of programming that I have picked up have been acquired whilst watching over Simon's shoulder when he has been writing. Programming seems to be second nature to today's younger generation, I feel that it is getting a little too late to try and learn it now". Unfortunately Peter is not alone, there must be many other parents of teenage children out there who are in the very same situation.

Dungeon Dressing

Are your dungeons dark, dank and dull? Gordon Hamlett helps you to liven them up with his collection of monsters, tricks and traps.



multiway junction. Amongst the many possibilities are:

- The statue turns and points down one of the corridors, perhaps toward the nearest treasure, the nearest troll or totally at random.
- The statue emits a loud shriek and attracts a goblin war party.
- There is a secret tunnel underneath the statue.
- There is a scroll hidden in the mouth of the statue.
- The statue is a former adventurer, turned to stone by a lurking Medusa.

Atmospheric Adjectives

Here is an easy way to add to the atmosphere of your storyline, without having to create extra objects or locations. As well as describing what the player can see, also tell him what he can hear, feel and smell.

eg. You are in a large limestone cavern. There is a slight breeze coming from the north and you can hear the constant drip, drip of water as it splashes over a small stalagmite.

Always describe objects as fully as memory allows. You don't just find a sword, you find a long, rusty sword or a broad sword with a beautifully worked pommel. A few well chosen words will create a much more vivid image in the player's mind than a graphic adventure ever can.

Monster Mythology

My favourite fantasy creature is undoubtedly the dwarf and any suggestions that this is because I look somewhat like one (short, fat and bearded) are not entirely incorrect!

Dwarves are about four feet tall, stocky in stature and ruddy in complexion. They tend to live in hilly areas and are skilled miners. Their likes include gold, fine jewellery, ale and tobacco. Their dislikes are magic, goblins and orcs. They are very intelligent creatures, live to at least 350 years of age and all (including female dwarves) have beards. The best literary sources for dwarves are still Tolkien's *Hobbit* and *Lord of the Rings*.



There are many books on the market telling you how to write adventures and also an excellent program — The Quill — which takes a lot of work out of programming. What none of these products do is tell you what to write. "The rest is up to your imagination" is their usual stock phrase.

Anyone who has ever tried it, will confirm that writing adventures is even more enjoyable than playing them. Watching your friends fall into your carefully laid traps is great fun. But what do you do if your plots are wearing thin and you run short of ideas. The answer is to read this column.

We intend giving tips and ideas on how to pep up your scenarios. A trap of the mouth. Different locations. A mythology of

monsters. But we need help from you. Maybe you have an idea that doesn't fit into your current plans. Perhaps you have a great idea but don't know how to continue it. Or what about that marvellous room of yours that caught out all your friends. Why not drop us a line and let us know.

Here are a few ideas to get you going.

Statues

It has been my experience that a statue causes intense speculation as to its purpose. I always used them when playing *Dungeons and Dragons* and they can be used effectively in an adventure.

There are two main places to put a statue. One is in a niche in a wall, the other is in the centre of a

A-D-V-E-N-T-U-R-E-S HELPLINES.

A look into the world of computer adventures by Marion Champion.

Hello again. Last month's issue concentrated on starting out in adventures for beginners and helpful starting hints. It also contained some reviews for the Spectrum. This month I will fill you in on what's happening currently and provide some reviews for BBC text adventures.

Now that the adventurer market is becoming so much more competitive, incentives are being offered to would-be buyers. The completion of an adventure game now may mean a prize is awarded, ranging from a certificate of competency in the adventure for the winner to an actual prize for the first player to complete the game, provided that they write in with the proof of course.

'Proof?' you may ask yourself, how can you prove that you have completed one hundred percent of an adventure? Well for those of you that have never completed an adventure before, the writers usually incorporate a code word into the end sequence of the game, as

well as lots of music and flashing light to celebrate your success. You will probably need this code word or code phrase to prove that you have won.

Play by Mail games have been on the scene for a while too. These are adventure games which you play by post as the title obviously suggests. You pay a fee to join and subsequent fees per turn. Naturally playing by post is quite slow but it does give you the chance to think, without having to stare at a screen. It also can work out very expensive. The solution to this is to play with a group of friends and split the expense between you. Some of the play by mail games provide for this in that you and a team of other players compete against teams all over the country until you get knocked out or even win.

Please write in with your views on play by mail games and anything else mentioned. I'd love to hear from you and your letter may get printed. The address is at the top of the page.



Letters

A couple of letters have come in from successful adventurers who have sent in their solutions to the games. Congratulations to both adventurers.

Well I hope these were of some use. Do write in with any problems you may have found. If I cannot help you then I'm sure a plea for help from this page will bring some results.



Dear Marion
I can help with 'Pirate's Adventure.' I've completed it.

When you set sail from the beach to treasure island, take the parrot with you and leave it in the monastery, it will drive the snakes off. Then you can take the second and last treasure back to the London flat. Don't forget to 'leave' the treasures before typing in SCORE.
Alexandra Allende
N.S.W
Australia



Dear Marion
I have finished Virgin Games Strange Loop. Here are some tips on how to complete it.

When in the Jet Bike Room (E) fire continually at the block in front of you. The charge will rebound off this on to the one above and then off to the left. After this has killed the swarf the Jet Bike will fall down. Collect the bike and then move to room (X,J).

Here collect the 'eye shades' then proceed to the reactor. Stop on the bottom of the reactor and wear the shades. You will see several spheres floating above you. Use your diagonal fire to force them into the reactor. After killing all the swarf move to the robot. It will give you a 'flash light'. Then move to room (A,A).

Dismount Bike and collect 5 credit piece. Mount Bike and move into room (A,B).

Dismount and move into room (A,C). Collect the attractor in the bottom right hand corner and return to Jet Bike. Move to room (Q,B) and collect oil. Be careful of the computer, because it kills you. After you've collected the oil move to room (T,C). Give the oil to the robot. It will give you an ID card.

Move the yellow patch in the room and collect the chip. From there go to room (M,B). Here there is a sign saying 'Mind the Step'. Place yourself underneath this and move down. Then on to the medical centre (L,A), the robot in the medical centre will patch all your leaks and give you 99 patches.

Give it the 5 credit piece, it will give you one credit change. Then move to room (M,C).

Collect the silver ring in the top left hand corner of the screen and then move to the Vendromat in room (K,G). Give the machine the single credit. It will give you the Hex spanner. Use the Hex spanner and dismantle the Vendromat. It will give you 2 single credit pieces. Then move to room (A,J). Use the attractor to draw the 'minor key' towards you. Then move to room (B,I). Exit Jet Bike then get into the teleport. Use the minor key and you will be teleported to room V7. Use the flash light then shoot all the swarf before the regenerate. When this is done you will receive the coloured strip, the Rainbow card and the Spectra code. Back to the teleport and again use the minor key.

Mount Jet Bike then move to room (I,J). When in the anti-chamber use the ID card to stop yourself being shot. Then move into the control room: give the robot the chip. Then use the silver ring and move up to the top of the screen. Move underneath the 2nd code from the right. Use the rainbow card. The room should start to fill with dials, indicators etc. When this happens you have finished the game.
David Love



FLINTS GOLD

BBC

A Text Adventure by
Micrograph

The skull and crossbones provide a very apt warning to the start of Flints Gold, an adventure of treasure and piracy on the high seas. Be prepared for the skull and crossbones could soon be your fate!

Oh what a pretty pipehorn you think to yourself as the music begins to play as the program for flints gold is loading. The music, which has a certain air of 'Captian Pugwash' about it, plays throughout the whole of the loading sequence with the exception of a break in the middle for a short burst of impressive sea shore sound effects.

Then follows a short scenario describing the story behind the game which tells of your previous life as a farm worker whose mundane existence is lightened by the chance of an adventure on the high seas. You hear of the legendary Flint's Gold and of the map that will lead you to its place of burial. You begin the adventure on land, (you don't actually spend much of the adventure at sea anyway), ferreting out clues until finally the whole jigsaw comes together.

On your search for the legendary 'Flint's Gold' you follow stories and tales that you have heard which lead you to the land of bloodthirsty pirates on the Spanish Main. Danger is ever present, but can be avoided with a little forethought.

Surprise graphics and unexpected sound effects spring out at every turn, stunning you for a few moments into temporary paralysis. (Indeed you cannot move until the graphical or sound sequence has finished).

Flint's Gold is a highly exciting adventure game for the BBC by Micrograph. It takes quite a while to master it but the puzzles are original and prove taxing. The Flint's Gold adventure seems to have been loosely inspired by the story of 'Treasure Island' by R.L. Stevenson and a few of the characters in the adventure are taken out of the book. Long John Silver plays a very large part in finding the location of the treasure and Benn Gunn pops up at least once, but although he may have lost his incredible fixation for cheese he is still obviously a fan of the dairy produce. Captian Flint is a nasty piece of work in this adventure and his spirit is out to get you.

The program is very conversational and the





replies are punctuated with 'AYE AYE MATEY' and 'OK JIM LAD' and all the usual piratical 'Bumpf' that you find on the high seas. Anything that springs to mind at the merest mention of pirates has been included in this fantasy adventure, parrots, rum, wooden legs and crocodiles to name but a few. 'Yo Ho Ho and a bottle of rum' is all very well but don't drink too much or you might regret it.

You start the adventure on land, in a street somewhere near the docks. As you wander up and down you come across sailors, taverns shops and even some money. Your initial wanderings (as I found out much later on in the game) are liable to either win the game for you or lose it from the start. An essential piece of equipment can be lost without warning at the beginning of the game, but that's all the clues you're going to get from me! As you continue your travels you will find a jetty with three ships tied up alongside. Which do you choose to board for it is certain that although one will take you to promised lands of treasure, danger and adventure, a voyage on the others will lead to certain death, who knows?

An excellent or even 'swashbuckling' adventure as the description says. I enjoyed every minute of it. Flint's Gold costs £6.95 on cassette and £9.95 on disc. Definitely worth buying. One last word however, beware the crocodile, he looks wonderful charging across the screen but this is one character that you definitely don't want to meet.

VAMPIRE CASTLE

BBC

A Text Adventure by Micrograph

Vampire Castle begins with haunting organ music played throughout the loading sequence, very different to the Hornpipe in Flint's Gold. Whilst loading is being completed and the music

is playing, a large green skull with glowing red eyes sits glaring at you from one end of the screen. After a while the music diminishes in volume until it finally dies altogether. But it returns at full volume the minute the program starts running. It made me jump out of my skin but I suppose that was the general idea.

The insert card recommends that you play this game with all the lights on due to its rather frightening content, so it is obvious that they are out to scare you.

The scenario tells of peace loving villagers living in a valley somewhere in the remote part of the countryside.

But one day their peace was disturbed and they awoke to find some of their sheep and cattle massacred. The traps they set were never sprung and they constantly hunted wolves but to no avail. Then one of the villagers mysteriously disappeared without warning.

This disappearance terrified the villagers and they searched everywhere to find the missing person but had no luck. That night eerie organ music penetrated the village and blood curdling screams were heard. As they rushed out into the night they glimpsed a shadowy human figure making its way toward the derelict castle.

Count Dracula had returned to spread evil on the land and suck the blood of the valley dry. You volunteer yourself to go and rid the village of this monster. The adventure begins.

You find yourself outside the castle. Getting in is surprisingly easy but once inside I can assure you it is no picnic. You must always be ready to read between the lines and to solve the clues that you are given. Use your common sense and you will realise that since the game runs on a time principle, some tasks will have to be completed at night and others during by day. The passage of game time is determined by the number of moves you

make and every time you pass a big clock you will see displayed the number of moves left till midnight. When midnight arrives a large bell will appear and ring very loudly. You then fall asleep. I found it very strange that when I played the game the bell rang for midnight no less than three times but the sun rose only once, well I suppose that adds to the peculiarities of the game.

Sound effects frequently punctuate moves here and there and graphics intervene every so often too. Both the sound effects and the graphics are highly original and very entertaining. Organ music reappears here and there too and when you die a very appropriate quick rendition of the funeral march fills the air as a bat swoops around triumphantly since you have failed in your task.

Dracula is a rather shady character who is never around and surprisingly you never even catch a glimpse of him until the very final section of the adventure (if you get that far). That is also the part of the adventure where the sun rises and you see the light, (to coin a phrase).

Even though you hardly ever see Dracula, you do find an awful lot of his servants positioned around the castle, werewolves, bats, guard dogs and even Igor. The Elephant Man turns up for the party too, rather out of place if you ask me and God knows what he has to do with Dracula.

Before you start you are warned of 'FATES WORSE THAN DEATH!', enough to put anyone off such a mammoth task as this, but we all have our crosses to bear and this is yours. Of course to kill Dracula you will have to know how to kill a vampire, but this is generally common knowledge anyway.

Vampire Castle is an intriguing adventure game from Micrograph which costs £6.95 on cassette and £9.95 on disc. Full of original puzzles and riddles it makes for excellent playing. Very enjoyable.

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THE GUARDIANS

Confused? Baffled? You soon will be — read on!

WE, THE GUARDIANS are searching for one among you. Why? More of that next month. But today, before we begin our voyage, we must first sort out the chaps from the chips. We must find those of you who are able to slide your mind into uncharted territories for it is there, and only there, that you will understand the purpose of THE CREATURE. But we are getting ahead of ourselves. We have things to tell that not all of you should hear.

Billions and billions of light-years away in space,

in a far-flung corner (in a place that has no corners!) of the collapsing universe coded messages have been beamed across the void which will have menacing for one of YOU. You will have strength, humour, luck, courage and other resources you are yet to discover.

It is late for all of us and time for us to begin. Detail and background must wait until a further bulletin. The urgency of the moment weighs heavily as we approach THE ADVENTURE. The answers you deduce may or may not be of use to you

as the journey continues — that will be for you to decide. Each riddle puzzle or mind game has been deciphered from the intergalactic chatter into a form that you will be able to understand. Keep a record of your score — it could help save more than yourself and will certainly help you in THE ADVENTURE. The answers to the problems will be in the club newsletter, but do not worry if you fail to solve everything, you will encounter many peaks and troughs along the WAY.

1. Who Are You?

We, who are searching do not yet know your name, but there are others who are also seeking — from the 'dark' side. It is time to adopt a different identity so take the letters from the words COMPUTER GAMER and rearrange them to arrive at a name of your own devising. Remember this name — you may need it. You do not have to use all of the letters, just arrive at a name that you think suits you best.

The Search

Before you embark upon the voyage you must have some idea what you are seeking. Solve the riddle below, come up with the answer and score 25 points.

My first is in ALPHA but not in BET
 My next is in NEXT and also in NET
 My third is in IS but is not in NOT
 My fourth is in TWO but not in TOT
 My fifth is in FIVE but not in SIX
 My last is in FIRST — not the last of our Tricks

SCORE: 25

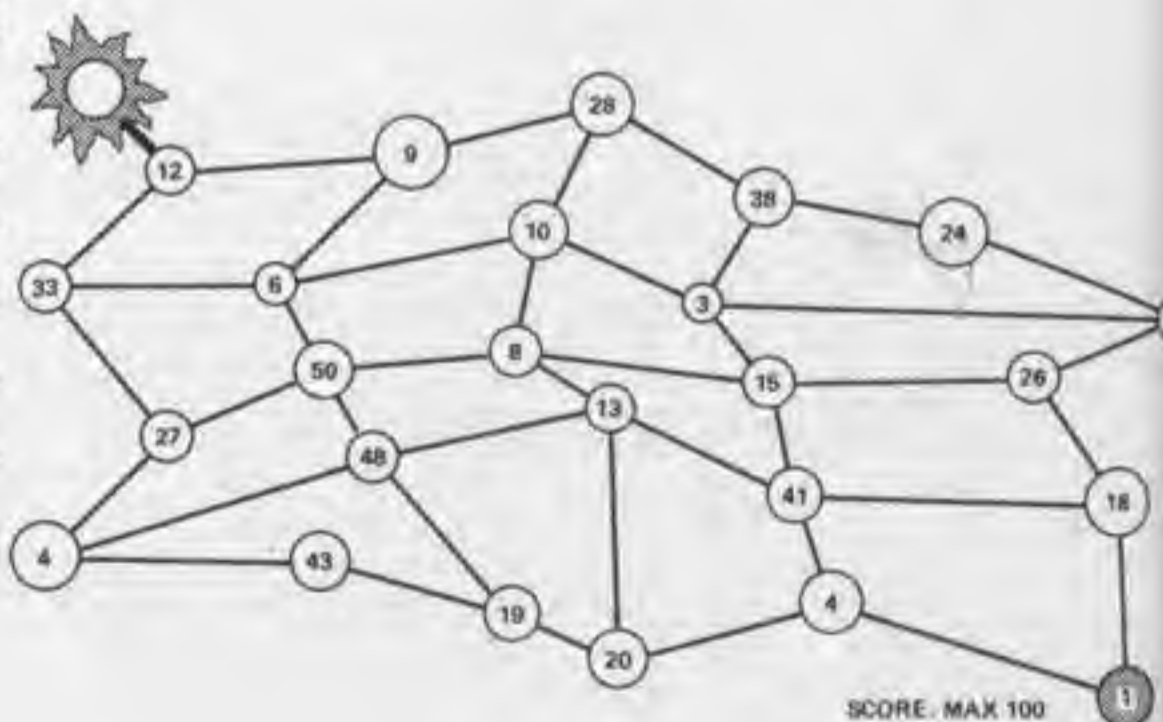
3. Against Leap

Scattered across a galaxy which your finest astronomers and scientists have yet to discover are a series of planets that have become extremely unstable. Within the twinkling of a star they may implode and send reverberations around space that could have dire consequences for the universe that are as yet unimaginable.

Your task is to leap-frog from one plane to another so that eventually you arrive at the sun. As you can see, the planets have been

numbered. Get from one (1) to the sun in a total of one hundred (100). You do not have to land on every planet but you must not visit a planet more than once, and you can only add. (No subtraction, multiplication or division). If you cannot succeed and go over 100 then subtract the number over 100 from 100 to arrive at your score, eg if your total is 119, take 19 from 100 and you have a final score of 81. If you arrive in less than 100, then that is your score, eg 78 would mean a final score of 76. Good luck saving a solar system!

SCORE: MAX 100



SCORE: MAX 100

Crossword Puzzle

1. Horizontal Crossword (13)
9. Bloomer of taste, refinement and splendour (5)
10. Ascertain the correct angle (5)
11. Capone concludes a funny turn — untouched by human hand (7)
14. Eager to weep (4)
15. Two point test in here (5)
16. Tight — or loose? (5)
18. Smoking jacket (6)
20. Avoid first lady's embracing nowadays (5)
22. Suggest a mate is almost confused (5)
24. Started to plead with a noisy start. (5)
26. Enter friend, you're one of us (6)
29. Smile at daybreak — it can wear you down (5)
30. Give One-Armed-Bandit the elbow (5)
32. Incites for breakfast (4)
33. Leave the street — it's becoming crowded (7)
37. The ethics of having a tooth out l(5)
38. I am surrounded by backward negatives — enough to make you cry (5)
39. Hits and runs — remorse? (4, 3, 6)

CLUES DOWN

1. Charlatan's practise — in Aylesbury? (8)
2. Rough term in the river — it's the end (7)
3. Rent going to a seamen (4)
4. Almost throw up — leave it out! (4)
5. Close to inert gases. (4)
6. Practically unmarried — at the fireside (5)
7. Chose to delete 100 (7)
8. Rabbits study? Yes, sort of. (6)
12. Loving trouble with the circle (7)
13. Fit plug in correct elevation (9)
17. Mocks and upsets newsman on horseback (7)
19. Fruit of little consequence (3)
21. Member of fighting forces (3)
23. Vegetable, insects, rustics (8)
25. Floundered badly without her, but lasted well (7)
27. Hugs Ian and causes great pain (7)
28. The man, Lee, and his glossy coat (6)
31. Applause for the Lotus (5)
34. Neither a borrower... is she (4)
35. ... A girl to look up to, and eat (4)
36. Kind of goat seen in old Rome (4)

4. THE MIGHTY GHAN

Drifting slowly through the blackness of space is a mighty Ghan. Harming no-one these gentle creatures have been ploughing the spaceways almost since the Dawn of Time, engulfing the junk and debris that litters the universe. Once, like the buffalo on your earth they herded in their hundreds of thousands, now few

more than a handful move in the empty reaches. Even these are in danger from the Jippons and their huge processing ships that carve up these majestic beasts to extract fuel for the furnaces of Tiron.

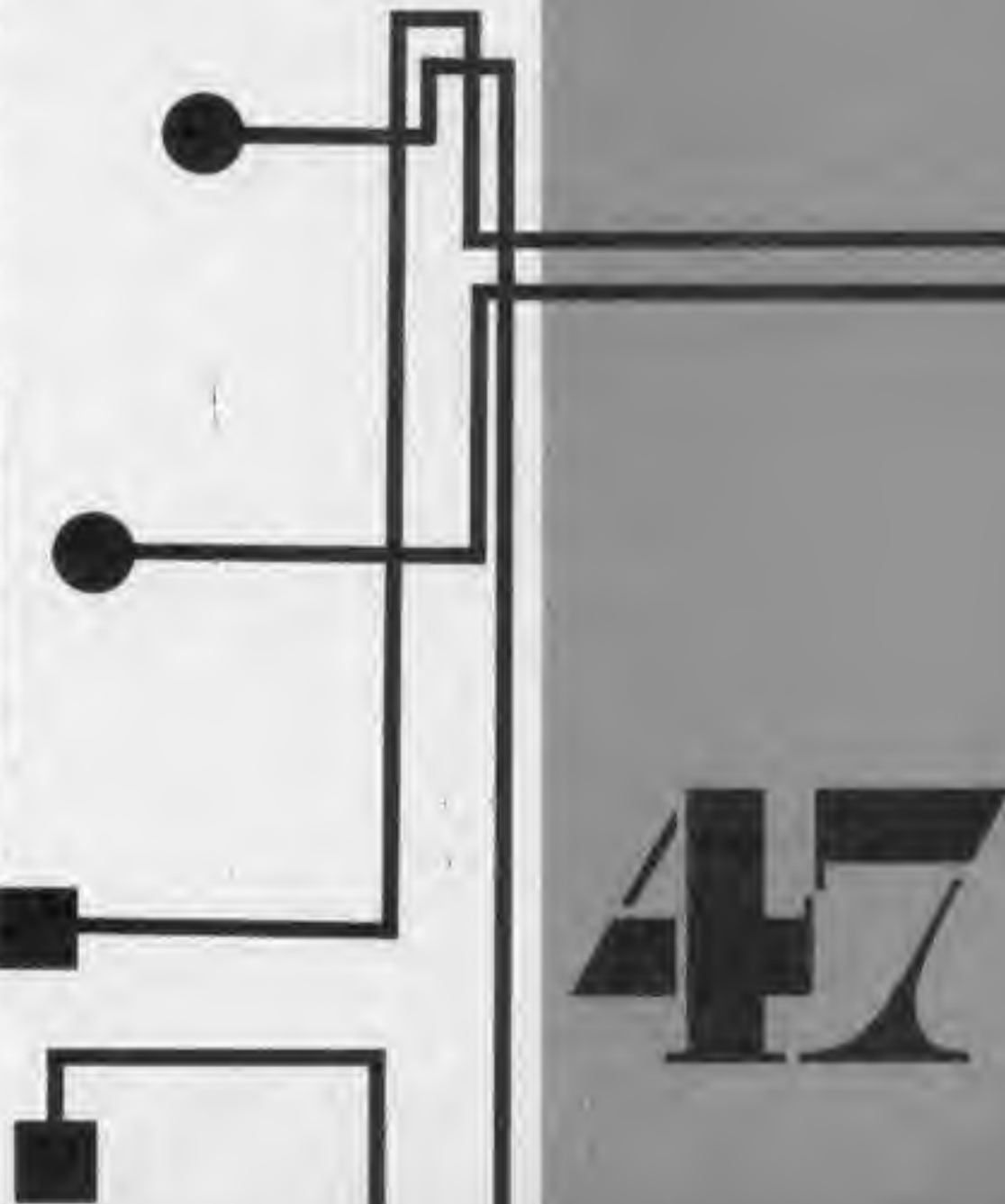
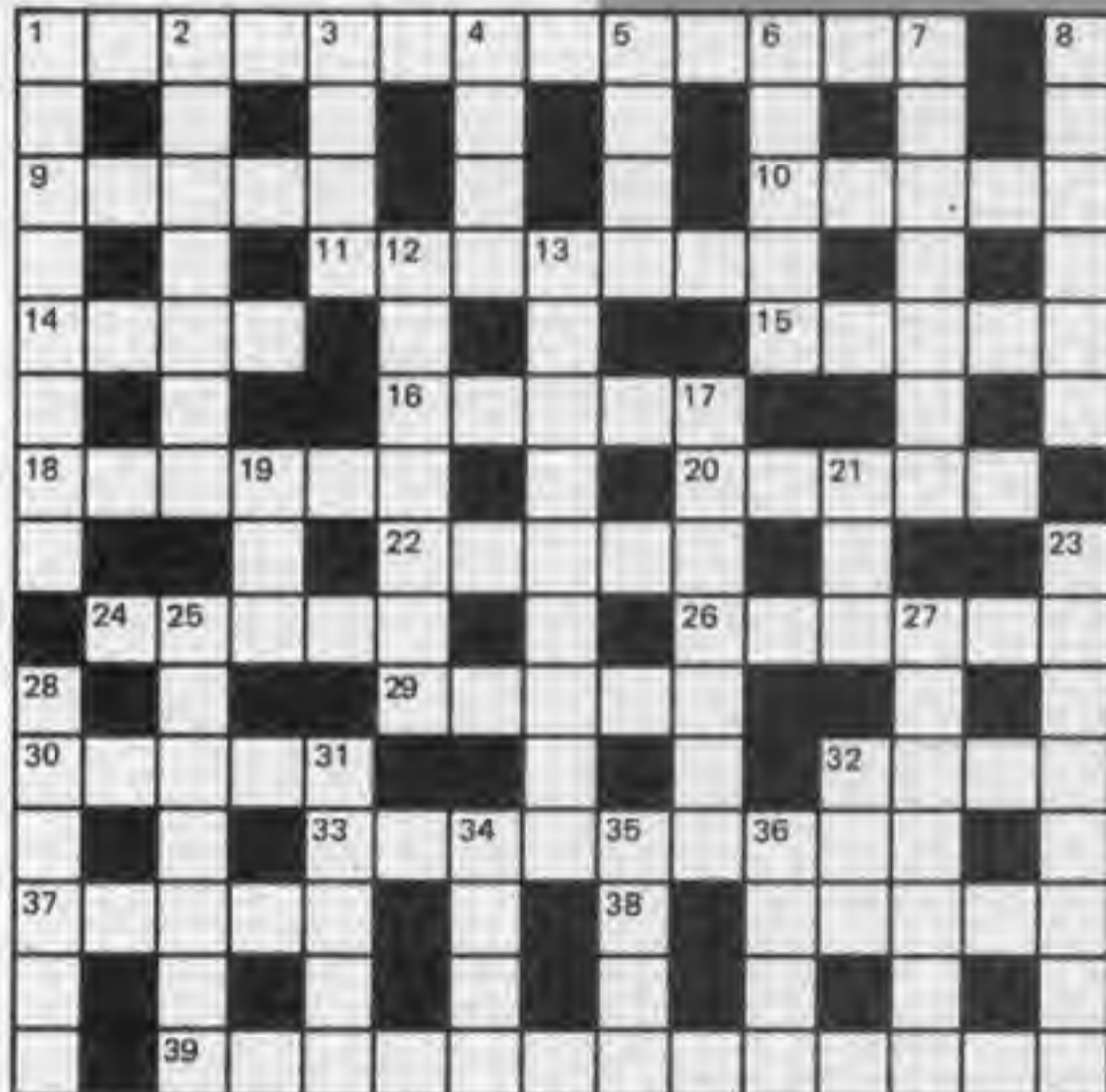
As the Jippon battle fleet Zigs so the poor Ghan Zags in an effort to evade capture. If you can help with the following problem a Ghan may be spared and your wits will score 50 points.

A	N	O	T	H	E	R		Z	I	G		Z	A	G	
			I	S			H	I	D	D	E	N			
		H	E	L	P		G	E	T		T	H	E		
G	H	A	N		P	U	Z	Z	L	E		I	N		
O	R	D	E	R		T	R	A	C	E		T	H	E	
		B	E	G	I	N	N	I	N	G		L	I	N	E

SCORE: 50

WE, the Guardians hope you have scored well for it is with you that all our destinies lie. Next month you may be able to

discover who the Guardians are and why YOU are so important. Prepare for THE ADVENTURE to begin...





"R" "E" "V"

Title: MAMA LLAMA
Machine: Commodore 64, Joystick
Origination: Llamasoft
Price: £7.95

Jeff strikes again with this wonderfully unique and unusual arcade game, which features, not one but a trio of Jeff's favourite trademarks. Namely the mystical Llama. Before I proceed, I'll set the scenario for the gameplay.

The scene is set on a far distant planet, supporting humanoid type beings. The inhabitants of this planet had become the victims of an evil conquering Empire whose sole aim was to overcome the people by attacking the human psyche, in order to 'confound their human rationality.'



A plan was therefore devised to create a video game so weird, that it might be used by the players to attain techni-

ques, that would help resist the unwanted attentions of their assailants.

The player's task is to control, by using a joystick, the movements of a family of three

Title: Gribbly's Day Out
Machine: C64
Origination: Hewson Consultants
Price: £7.95

Gribbly Grobbly is a full grown Blabgorian. It is his task to prevent the young Gribblets from being caught by the evil Seon and also from the rapidly evolving Pod/Topsy/Stomper who will try to use them to replace their rather inadequate brains. Blabgorians are highly intelligent creatures and use a form of mental energy known as PSI which enables them to levitate, fly and carry things.

Gribbly's task is to rescue the young Gribblets and carry them back to a place of sanctuary. He can either bounce along the ground or fly through the air. Control of him via the joystick is very cleverly done as it makes use of both inertia and gravity. This means that the faster you are going, the longer it takes you to stop. This is important as above the ground is a complicated

web structure of negative PSI, built to restrain Seon and collision with this rapidly drains your positive PSI. Because of the inertia, it is very easy for things to get out of hand if your joystick control is poor and you end up bouncing around like a ball in a pinball machine.

As mentioned earlier, various other characters are after the Gribblets. Being a generally peaceful race, you have no weapons at your disposal (that is why Seon was not killed, but contained in the web). You can however blow bubbles which will affect some of the creatures and you can manipulate the web to control Seon. Extra energy can be obtained either by successfully rescuing a Gribblet, or eating a PSI-grub.

There are sixteen screens in all. You always start off with the same one,

but they appear randomly after that. You must successfully complete a screen before moving on to the next which means rescuing at least six of the eight Gribblets. Your score can decrease as well as increase depending on what you do. How well you are doing at any given time can be determined by the look on Gribbly's face which ranges from a beaming smile to a dirty frown. Sound effects throughout the game are excellent.

Gribbly is one of the most endearing computer characters I have come across. Everything about him from his shape, his movement and his facial appearance is appealing. But it is not only that that makes this an excellent game. It is the extra attention to detail, like being able to switch to a black and white mode if you don't own a colour television or altering the volume control from within the program. A highly original and well presented game. Go out and buy it.

G.H.

"E" "W" "S"

Llamas, consisting of a Mama Llama and her two offspring. The main objective, as nature dictates, is to protect her young, from any attack.

The Llamas are presented on a horizontally scrolling landscape, awaiting the onslaught of unknown attackers. To protect the Llamas the player is provided with a character called a Kildroid, whose function is to float ahead of the family destroying assailants when activated by pressing the fire button and then manoeuvring the droid over the offending UFO. When the droid is inactive, the movements of the three Llamas can be controlled simultaneously by moving the joystick either left or right, causing acceleration, or up and which results in the

Llamas either jumping up or sitting down.

The top line of the screen shows details concerning the droid as well as various scanners, which indicate the presence of objects either to the left or the right of your current position. Colour coded arrows are used to give directional and distance information. Following this, we are shown strength indicators for each of the Llamas. If any of these reach zero then that Llama is lost.

Thus is it useful to allow the Llamas to sit down and regenerate strength, so that the reading on this indicator does not become too low. On the bottom line there is the score, bonus level and an indicator showing the number of attackers left to contend with before being allowed to enter



another sector. The bonus is based on the number of surviving Llamas after each wave or screen of attackers. The game ends when the strength of the Mama Llama reaches zero.

It should be mentioned however, that destroying the aliens is not as simple as it sounds. On some waves the player not only has to evaluate what to destroy but the way in which to destroy it. This feature turns many of the sectors into mini puzzles, where the solution, to a particular puzzle, causes a

reduction in the number of aliens in that sector. The droid therefore, acts as a floating cursor that allows the player to solve the puzzle before the Llamas reach it.

What makes this rather unique, is the fact that various game play conventions have been modified so as to bring a new and refreshing look to the state of the game, that can only result in the enhancement of their addictive appeal.

N.D.

Title: Couldron
Machine: C64
Origination: Palace Software
Price: £8.99



After the not very good 'Evil Dead' from Palace, Couldron is a breath of fresh air. The initial format is similar to a Defender type scrolling screen, with superbly detailed forests,

graveyards, islands, and other bits and pieces running across the bottom of the screen.

However, instead of a spaceship you have a witch, and instead of aliens you

have bats, ghosts and sharks. It is here that the similarity ends. Whilst you are blasting (sorry, casting spells) at all the nasties you must look for some keys, a key of a particular colour will let you into a door of the same colour.

Entering a door changes everything. The game now moves onto a ladders and ramps type game, but I found it much more satisfying than most L&R stuff as it has a much more interesting format and some problems extend over many screens.

Completing the room rewards you with an ingredient for your spell, collecting six of these and dumping them in the pot in your cottage rewards you with spell, with which you can rid the giant pumpkin in the final room.

One good point is the instructions which are presented in verse. So buy this game without delay, shift/run stop, and then press play.

Title: Jammin
Machine: Amstrad
Origination: Taskset
Price: £8.90

Converted from C64.

Jammin is the kind of game that defies description. It is thoroughly original, like all other Taskset games (but unlike many other manufacturers).

The game is based on 'Rankin Rodney' leaping on and off moving pathways and collecting musical instruments, to go through the top 20 screens to number one.

The bum notes and dischords try to stop him though. The game is accompanied by some quite reasonable music, though some people here hated it because they couldn't stop humming it!

A highly colourful and imaginative game from Taskset — keep it up.

M.R.

Title:	DROPZONE
Machine:	Atari
Origination:	US Gold
Price:	\$9.95

Dropzone is another fantastic title from US Gold. This time you are hanging around a planet surface with a jet pack on you back (fitted with lasers of course) when you notice a small creature who needs help in landing, so you pick it up and take it to the dropzone. Then you go back for the next one.

Of course its not quite that easy and there are lots of meanies trying to stop you and eat the creatures. There are some docile ones asking to be shot but the spaceships are very fast even on low levels and you don't want to know what they are like on the higher levels. You have limited resources to fight back with smart bombs (fired with the space bar) and a "cloak" from the P button. The cloak enables you to blast away as much as you like without the risk of being killed yourself until it runs out. So its advisable to use it sparingly when you need it.

The bonus at the end of the game is calculated on how many creatures you have saved.

Below the playing screen there is a radar for obvious uses.

Dropzone bears a definite resemblance to defender with slightly different objectives. The graphics are fantastic, especially the planet surface. Examples of how much thought has gone into this game are the way the spacemans legs bent back when you thrust forward and the way he waves on completion of each wave of attackers.

When it comes to games I am the first to admit that I am difficult to please but this game is both well thought out and programmed. I would easily give it nine out of ten for everything including being addictive. If this game isn't a hit there's no justice, well done US Gold.

S.P.

"R" "E" "V" "I" "E" "W" "S"

Title: MINDSHADOW
Machine: C64, IBM, Apple II
Origination: Activision
Price: £19.99

Who are you? That is the intriguing question posed by Activision in their latest game. Mindshadow, and its sister game the Tracer Sanction are Activision's first venture into the field of illustrated text adventures.

You begin on a deserted beach unable to remember a thing and all you have to do is work out your lost identity. This involves getting off your island, travelling to London and Luxembourg and then overcoming your adversary who is determined to stop you. It all makes a pleasant change from having to rescue the princess from the clutches of the evil wizard.

Every location is fully illustrated, the pictures being loaded in from disk. The advantage of this is that the graphics are highly detailed, considerably better than most illustrated adventures. The disadvantage is having to wait for the Commodore disk drive to load in every picture as you retrace your steps. You can however get round this as you know where you are going by typing in a sequence of directions such as N.N.E.E.S.

The pictures have an added function rather than just complementing the text. They contain important extra clues. For example, when you are in the hut, the text tells you what it is made of and what it smells like, but it does not describe the hammock and other objects that you can see in the drawing. You have to find out what these are via the



"examine" command. One grumble here. I tried to examine a stool and was told that I saw nothing special. When I then tried to take the stool, I was informed that it did not know what a "stool" was (it was in fact a table!).

One command I had not come across before was the "think" command which takes the form of think object. The instructions say that you will be amazed at your own prowess but I can't say that I had a great deal of success with it. You can also summon help from a laid-back condor who will give you assorted cryptic advice but you can only use this

facility three times.

The game makes full use of the function keys which are assigned to assorted commands such as "get all" and "repeat last command". There is also a very useful quicksave/quickload feature which allows you to save your current position before a potentially risky move. This position is overwritten whenever you use it unlike the normal save command where you can save up to ten positions for use at a later date.

The second side of the disk contains a basic guide to solving adventures which is an ex-

cellent idea, even if it is marred by the occasional (sic) spelling mistake. There is also a sneak preview of the other adventure in the series.

Mindshadow contains the best graphics by far that I have seen in an adventure game to date. The argument against graphic adventures has always been that they lack the atmosphere that can be created by a page of text. Whilst it is not even close to being as good a game as say Zork, it is a definite pointer to the way games will be progressing in the future.

G.H.

Title: Wizards Lair
Machine: Spectrum
Origination: Bubble Bus
Price: £7.95

This is a rather surprising offering from Bubble Bus, mainly because Bubble Bus have never produced a game of this quality before. It is rather good.

The main comparison has to be with Sabre Wulf, except that this game is

much better. The screens are more complex, there are more problems, and the animation is up to an excellent standard.

The scenario features Pothole Pete, trapped in an underground cave he stumbles across the

Wizard's Lair and network of underground caves, rooms and passages.

Apparently the only way to escape is to find the four pieces of the Golden Lion. This is the goal that awaits you. All the usual options are available, various joysticks and keyboard combinations and a very useful pause facility.

All in all worthwhile and good value.

M.R.



Title: The Ring of Darkness
Machine: Amstrad CPC464
Origination: Wintersoft
Price: £9.95

Wintersoft's Ring of Darkness first started life on the Dragon 32 and after great success establishing it as the adventure for the Dragon, it has subsequently been converted to other computers including the Amstrad.

The actual storyline that goes with the adventure is far from original, you must rescue Shedir, the Ring of Darkness, with which the Evil Sage can be banished and light can return to your troubled lands.

Thankfully, the adventure is far more original than the tired storyline. Firstly, one must create a character allocating emphasis points between the three attributes of strength, intelligence and agility and then choosing from a number of character types such as Wizard, Elf or Thief. Your created character will really make a difference on how to play the different parts of the game. For example, in the early stages where the pro-



gress is achieved largely fighting and winning battles against various bandits and brigands that inhabit the surrounding lands. Being a warrior type with more strength, will help you to get through this section far easier than if you were a spell-casting wizard.

Once you have selected your character the game begins. This program is a genuine graphic adventure in that while all the information is shown graphically, great keyboard dexterity is not needed.

The size of the adventure is astounding, you really must explore miles upon mile of mountains, forests, rivers and streams, dotted here and there by towns, awesome towers and great

dungeons. These dungeons, towers and towns are represented on the map as a single square, but when reaching one, if entered, a new display appears and you see that you have even more to explore. Articles can be bought and used, magic cast in places and of course numbers of malevolent creatures to hack and slash through.

Thankfully, the Ring of Darkness has a game save option, as this is currently one adventure that will not complete in one sitting. Superbly written with good graphics and a great area to explore, this is certainly a massive quest for any adventurer.

C.G.



Title: Bigger
Machine: Amstrad CPC464
Origination: Alligata
Price: £7.95

Hmmm. To the trained eye, there are resemblances between this game and Software Projects Manic Miner. Actually, the resemblances are visible to the untrained eye. Leaving this aside, What's the game like?

Well, at first I thought it was some kind of sick joke perpetrated by a warped programmer who hated gamers. I mean, a whole evening and I hadn't even got through the first screen! Perseverance paid off, though, and I finally made it. Level 2 gave just as much trouble, except that I still kept losing men on

Level 1 so I had even fewer chances to practice this new screen.

No new men are provided for completing a screen, or scoring a certain number of points, so the further you get into the game the harder it is to crack the subsequent screens. Surely a practice mode allowing you to jump directly to the screen of your choice would be sensible? Continually going through the same lower levels just to get to one man onto screen 3 (to die seconds later!) is not user-friendly!

The game structure, as I've said, is modelled closely on Manic Miner. The storyline is that the burglar has to crack the safe in each screen (the equivalent of the exits in Miner) by collecting, you've guessed it, keys. Your character can move left, right and jump, and many of the scenes and

hazards are straight lifts from Miner. For example, clumps of vegetation, conveyor belts, melting platforms, Skylab, telephones... and so on.

The background tune is even more irritating than Manic Miner's, but luckily you can turn it off.

This is a very hard game, and I'm not sure whether that's a strength or a weakness. If you're as stubborn as me you'll stick

to it just to prove you can't be beaten. On the other hand, I just don't believe it's possible to complete all 20 levels with only five lives. Especially when you have no practice mode and are killed out of hand for a millisecond's error of judgement. Five lives per screen might be fairer!

Come on, Alligata, give us a break in the future!

P.G.

Title: Alcatraz II
Machine: Spectrum
Origination: Scorpio Gamesworld
Price: £1.99

To begin with I couldn't stand this game, but it sort of grows on you. The idea is to escape from the jungle outside the prison you have just released yourself from.

You must then get the information about the impending destruction of the world to friendly agents.

However, before this he must find them, and get secret code words etc. The game takes the form of a

multi-screened type, with Alcatraz Harry as an animated figure that dashes between the various screens.

There are some quite amusing bits, such as a 'haggle' screen where you have to deal with informants for information.

A well put together game and good value at the price.

M.R.

52

Title: 4 MINUTE WARNING
Machine: Spectrum 48K
Origination: Magination
Price: £6.95

"R" "E" "V" "I" "E" "W" "S"

This game is about as subtle as its title screen which consists of a CND symbol and little else. Once the program has loaded you are faced with a screen comprising of several rooms with a cellar at the bottom. The objective is to collect all the items seen about the rooms, take them down to the cellar and hide yourself away before the impending nuclear holocaust. Before you do this however you have to find the key to open the cellar. The key is not difficult to find, as all the objects are within easy reach. However you only

have four minutes to complete your task.

This is the main limitation of the game in that it can only last four minutes. Obtaining all the objects in the first set of rooms is fairly easy, but once you get to the cellar you can press a key and start to search further rooms. Unfortunately there is no clear indication of how many objects you need to collect to be safe. Indeed you can lock the cellar with whatever objects you have at any time, I did this and was killed at the end of the four minutes for not having all the supplies need-

ed which included food, water, radio etc.

Each time the four minutes were up a message flashed on the screen which left no doubt as to the political views of the writer. Examples such as 'that'll teach you for voting for Thatcher' and 'keep your finger off the button Ronnie'. I dislike this sort of propaganda masquerading as entertainment, indeed I suspect the game has been written deliberately so that you are unable to survive just to prove some political point.

The graphics are basic and the sound seems to consist of an irritating buzzing with no connec-

tion with the action at all. The key commands are moving up, down, left and right and pick-up and put down objects. Despite the simple commands no facility exists for the use of a joystick which is a pity.

In conclusion therefore I would consider this a rather pointless game and not worth the effort of either buying or playing. The author should perhaps devote his time to writing articles for 'Sanity' instead of writing rather feeble games. Perhaps I am being too harsh but I just didn't like the tone of this one.

B.E.

*

Title: The Bulge
Machine: C64/ZX Spectrum
Origination: Argus Press
Price: £8.99

The Bulge — the Battle for Antwerp, is a computer wargame designed to introduce beginners to the fascinating field of wargaming.

The game is based on the Germans last offensive of WW II which resulted in the famous Battle of the Bulge.

Either one or two players can play the game

and can choose whether to command the American Allied forces or those of the invading Germans. Once the selections have been made the game begins.

The battle is fought on two maps which are toggled by pressing a single key. The larger strategic map shows the entire area with the terrain displayed as coloured squares and the op-

posing forces by standard wargaming symbols. Players should consult this map to get an overview of the game situation. On the second more detailed map the wargaming symbols are replaced by pictures of the forces. For example a Panzer unit is shown as a single tank. Moving the cursor over such a unit will display its name, type and current strength. To give a unit an order all you have to do is trace the required movement with the joystick and it will be issued by a press of the fire button.

The game is fascinating to play as commanding

both sides gives two completely different challenges. The German commander must push his forces forward as quickly as possible before he runs into the historical fuel problems. Meanwhile the allied player must try and hold the Germans despite being initially outnumbered.

The cassette is supplied with a comprehensive manual which will explain to a beginner the significance of the types of units available, the effect of terrain, the importance of allied air strikes and of course the effect of the weather.

The book is nicely complimented by an animated introduction to the game that graphically shows the movement of forces that lead up to December 16th 1944 and the beginning of the Battle of the Bulge.

Finally its interesting to note that both the 64 and Spectrum versions of this game are available on the same cassette. This is an increasing trend for software houses as it obviously cuts costs.

Both an excellent introduction to wargaming and an interesting challenge for those already converted.

T.H.



Title: Android One
Machine: Amstrad
Origination: Vortex
Price: £7.99

This game is reminiscent of Robotron. But the similarity is only confined to the firing action.

The basic idea is to blast your way through a series of rooms each containing a number of nasties. The ac-

tion is fast and furious and it is quite a challenging game.

The graphics are quite up to standard and highly acceptable for this type of game.

One interesting point is that you can blast a hole in the wall of your current screen without killing all

the nasties. However they may be gone, but they are not forgotten. They can actually follow you down the hole that you made and attack from the rear.

Definitely not a game for the faint hearted.

M.R.

Title: A Day In The Life
Machine: Spectrum
Origination: Micromega
Price: £6.95

This game is about the infamous (or famous) Clive Sinclair. He must travel to Buckingham Palace and receive an award.

To get there he must work his way through a number of pseudo 3D screen based on commuting. Some of these screens are quite amusing, and speaking as a com-

muter — quite accurate.

The format is of the straight 'your object collects other objects, and avoiding more objects' format, but is fairly challenging.

A reasonably enjoyable game, at a decent price.

M.R.

Title: Sir Lancelot
Machine: Amstrad
Origination: Melbourne House (Studio B)
Price: £7.95

Converted from Spectrum 16K.

Sir Lancelot is yet another ladders and ramps game (yawn), though there are relatively few on the Amstrad, so L&R fans aren't swamped with Miner 2049er rip offs.

Sir Lancelot differs from the usual run of the mill L&R game by having a central screen selection area.

So you can select what your next screen is going to be rather than a straight progressive from one to the next.

The graphics are up to standard, and the problems that the game represents range from easy to quite difficult.

M.R.

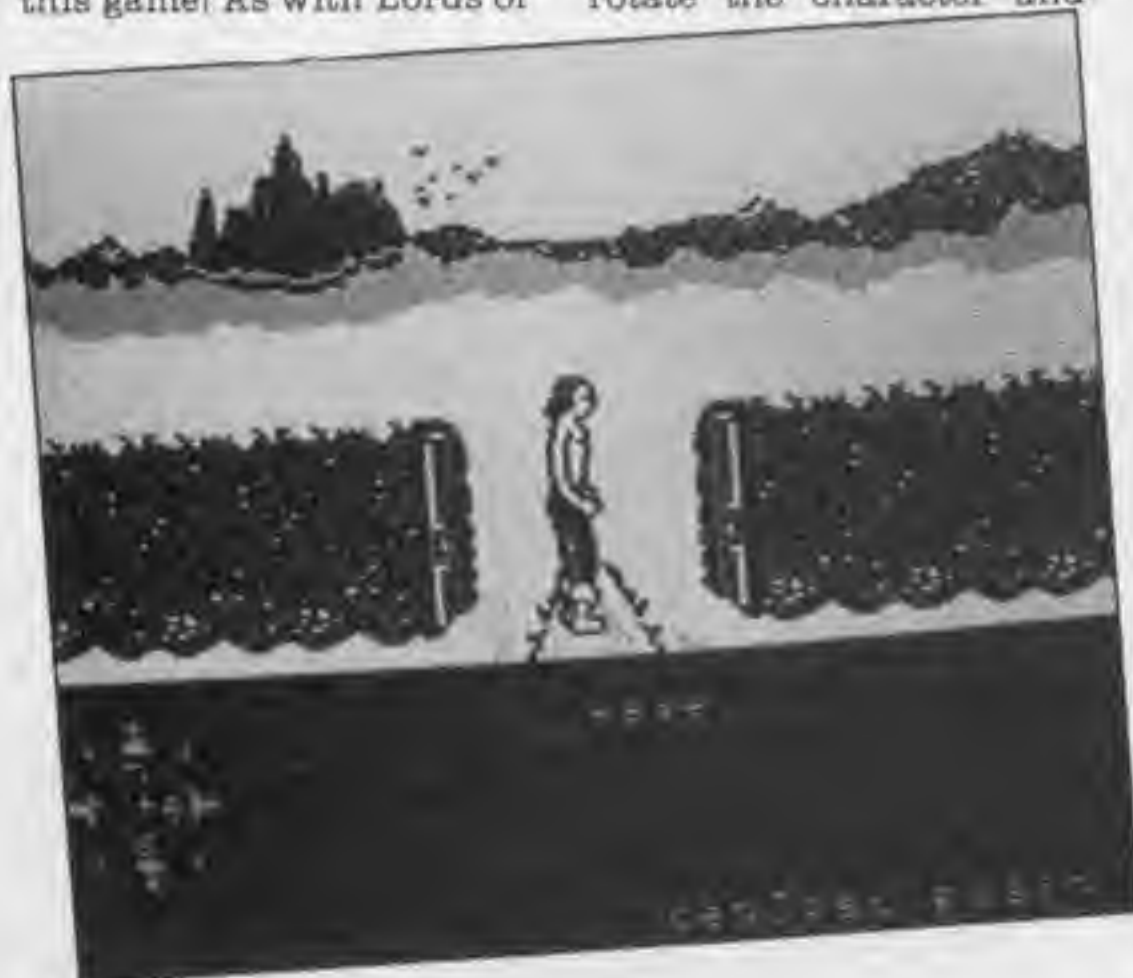
Title: Tir Na Nog
Machine: C64/Spectrum
Origination: Gargoyle Games
Price: £9.95

Tir Na Nog has been around on the Spectrum now for a few months and received excellent reviews when it first appeared. It has now been converted, and now 64 owners have the chance to experience the world of Celtic mythology.

Playing the hero Cuchulainn, your task is to reassemble the four fragments of the seal of Calum which are dispersed throughout the land. If that sounds like an adventure quest, then yes it is but there is no text input in this game! As with Lords of

Midnight, the game is controlled through a series of function keys which are assigned to movement and picking up objects etc.

The screen is divided into two main areas. The top half depicts you and your surroundings whilst the bottom half gives details of what you are carrying, where you are and which way you are going etc, all written in a celtic character set. Movement takes some getting used to. You can only move left or right and so if you wish to move off at right angles, you have to rotate the character and-



wait for the screen to redraw itself. A compass in the lower half of the screen informs you which way you are heading. As in most adventures, the game can be saved at any point.

The lands which you have to explore are large and one complaint of the game is that it takes a long time to go from A to B. This is a deliberate move on the part of the authors to give an added feeling of time in the quest. There are plenty of objects lying around to be manipulated and lots of different doors (including invisible ones!) some of which act as transport systems to other areas of the game.

This game has stimulated a whole new interest in the myths and legends of our country and

it is interesting to see how the same characters crop up in different mythologies. Making an appearance in Tir Na Nog is Cernos the Hunter who can also be found as Herne the Hunter in the Robin Hood series currently being shown on television. Whilst the game is quite difficult to get into originally, perseverance pays off. Cuchulainn has become such a cult figure (or should that be Celt figure?) that he is to star in another game — Dun Durach — to be released by Gargoyle shortly. That says a lot about the quality of Tir Na Nog and 64 owners who enjoy this type of game should think seriously about investing in a copy.

G.H.

Title: Wiggler
Machine: 48K Spectrum, joystick optional
Origination: Romantic Robot
Price: £7.95

"R" "E" "V" "I" "E" "W" "S"

Having battled through the regional finals, you are rightly proud of yourself as you line up with three other contestants for the final of the Annual Maggot Marathon. The bad news is that no-one has ever completed the race in over thirty years. Thus the scene is set in Wiggler, as you strive to pick your way through over 250 screens to find your way to the planet surface.

Your first reaction is that this is a game to be mapped but this is not as the screen set up is different each time you play it. No doubt some fanatic will put a map of each screen onto an index card and lay them out on the floor as he goes along. There are four main areas through which you must pass consisting of garden, scrubland, underground and the mansion.

As you move around, you come across many items which can be picked up (but only one at a time). Some increase your points tally and others prove useful in a tactical sense. Trying to stop you en route, are various insect types in-

cluding several types of ant and a lethal spider.

The graphics are excellent - nice bright col-

ours and a lovely animated, wriggling maggot. The maggot moves very slowly though and impatience tends to set in. Another problem is that as there is no scrolling between screens, you have no idea as to what obstacles are coming up and it's tough luck of you off the right hand edge of one screen only to find a spider dropping on you as soon as you enter the left hand edge of the next. When you get killed, you have to wait for a tune to be played before you slowly regenerate and this becomes quite boring if you die as frequently as I did.

Wiggler is quite original as maze/mapping games go and there is a lot in it to challenge and keep the interest of the player. I just wish it had been that little bit faster.

G.H.

Title: Stay Cool
Machine: Spectrum
Origination: Bug-Byte
Price: £6.95

This is another game of the standard ladders and ramps type. In fact the game is very similar to one of the early L&R games - Manic Miner. The similarities are more conceptual than actual duplication; you drop into a cess pit, instead of getting the boot for example at the end.

That said, however, the resulting game is quite good and the graphics are not bad at all, but it is just a L&R game. If you like L&R games then it is not bad at all, but nothing more.

M.R.



Title: Osprey
Machine: Amstrad
Origination: Amsoft (BES)
Price: £8.95

This is a pseudo simulation game based on preventing the demise of Ospreys in Scotland. You are given a certain amount of resources (ie wardens) and three functions for them.

By allocating these wardens to various sites in the nesting area you can prevent such nasties as disturbing the nests, stealing the eggs, and loud visitors. You can also in-

crease public awareness and thus funds for more wardens.

This game was originally for the BBC and has identical graphics, which are quite good. However, after five minutes (or even less) the game bores you stiff. The instruction booklet is quite good, with many colour photographs of wildlife and the story of the demise of the Osprey, but even this

cannot save this dismal program.

*

M.R.



Title: KISSIN' KOUSINS
Machine: BBC Model B & Electron
Origination: English Software
Price: £4.95

This is the latest offering from the English Software Company and I must admit that it is a rather silly game but in the nicest possible way. The only instructions received with the game were a brief introduction to the characters involved. Having said that though you do not need to be of Mastermind calibre to understand the object of play.

Your mission (should you decide to accept it!) is to reach you 'kousin' who resides, I assume, at the end of your journey. The object being to jump over any obstacles that appear in your path on your way. This involves vaulting over dustbins that lift their lids as you

try to jump them, bushes, frogs, worms and post-



Title: Death Star Interceptor
Machine: Spectrum
Origination: System 3
Price: £7.95

My first impressions of this game were rather bad, but it sort of grows on you.

The start is made with the Star Wars theme (officially licensed, to my great approval) played in a modulated form. This means that instead of the normal pathetic beeps of the Spectrum, you get a sort of buzzing sound — much easier on the ears, and a lot better sounding too.

The first 'screen', if it can be called that, is what originally put me off the game. A synthesized voice proclaims that you ought to blast off, so fire up your engines and you're away. The object of this screen is merely to fly your craft into the sort of dot in the middle of the screen, it all seems a bit pointless to me, but no

doubt it's there for a reason.

The second screen is fairly impressive though. The Earth swings off the screen and a small dot appears in a corner of the screen, throughout the game this slowly gains in size, though you won't have time to notice this as the TIE fighters begin their attack.

You can shoot and move in the normal manner, however you can also shoot diagonally. This becomes very useful as this screen can be passed with relative ease by simply sitting as low as possible in a corner, and shooting diagonally into the middle of the screen.

The next levels are better still. Flying down the traditional trench you face all sorts of problems, I didn't get to the end of the trench and so don't know what's there, but so far the game stands up very well. If you took a quick look and shied away from this game, like me, then I think that it's worth giving it a second look.

M.R.

boxes. Whilst leaping these items you have also to avoid bombs dropping from an aeroplane.

The graphics are bright and cheerful but somewhat jerky with an accompanying sound of the William Tell Overture

with plenty of action to keep you occupied. You have four lives in each game and each screen is timed so you cannot afford to hang around too long. The keyboard controls are well laid out on the BBC version (joystick option

Title: Formula One
Machine: 48K Spectrum, 1-6 players
Origination: CRL
Price: £7.95

One of the first games most early Spectrum owners bought was Football Manager. The combination of picking a team and then watching helplessly as it played its matches was extremely addictive. Formula One has taken that idea and translated it into a motor racing background.

You have to guide your team of two cars through a Grand Prix season attempting to win both the Drivers and Constructors championships. You achieve this by selecting skill level, team name, your sponsors, and drivers. Then, using your sponsorship money you allot to your car, engine and crew, either buying a new one or improving the old one. The program then gives you details of the first race including weather conditions so that you can select the appropriate tyres. After that, all you can do is sit back and watch the race unfold. You do have a say when your cars suffer from assorted ailments and they have to go into the pits. You

now have to manoeuvre your mechanic round the screen changing tyres etc. After the race is over, prize and sponsorship money is awarded depending on how well you did.

If all that sounds boring, well it is and it isn't. Yes it is if your car's engine blows up on the third lap with another sixty-eight to sit through but if there are several (up to six) of you playing simultaneously, then it could get quite exciting. A couple of other grumbles. It would be nice to be able to select from the menus using the joystick rather than the keyboard, and to know what effect some of your selections eg tyre choice, were having. The ideas behind Grand Prix are quite good but it just doesn't work somehow. Maybe I've got used to driving the cars myself in games such as Pole Position or Chequered Flag and that's what is missing.

G.H.

56

only available on the Electron) with a pause facility if you need to answer a call of nature whilst playing!

I am not sure how many screens there are altogether as I gave up long before reaching my

'kissin kousin', this is not because the game is either too hard or too easy it was just that after jumping over many obstacles I felt that there should have been more variation rather than just repetitive leaping about

"R-E-V-I-E-W-S"

although to be fair on some stages you do not have to shoot object as well.

I would estimate that this program would find a ready market with the under 12 year olds but it is perhaps not quite sophisticated enough for anyone older as its addictive qualities are somewhat limited. The game reminds me vaguely of 'BC's Quest For Tyres' but doesn't have the lasting interest with each screen bringing a different challenge that takes many attempts to work out. 'Kissin Kousins' just seems to be much of a muchness. Once you have established that you have to jump over the objects to reach your goal then that seems to be that. It is a pity that more elements could not have been introduced to give it a more addictive quality as the game itself is well laid out.

B.E.



Title: Splat!
Machine: Amstrad CPC464
Origination: Incentive Software
Price: £7.95

This is a weird sort of game, unlike any other I can think of. It's also a bit hard to describe. The hero of this piece is a sort of double-jointed spider called Zippy, who moves around the playing area under keyboard or joystick control. The catch is that the playing area is also moving around!

Think of the screen as a window onto a map of a very large playing area,

covered in walls which form a fairly open-plan kind of maze. The playing area scrolls about randomly under this window, and if you don't move Zippy he scrolls right along with it. The difference is that, should Zippy actually hit one of the screen edges, he gets crushed — splat! — in a messy blob of spreading red pixels. Since you can only progress through the levels of the game by eating

the tufts of grass scattered about the map, you have to chase after these without getting too near the edge of the screen (in case of a sudden, random change in map direction). You also have to judge whether heading down a cul-de-sac after a big crop of grass can be accomplished without your retreat being cut off.

This doesn't sound too hard, and indeed it isn't. The fun starts at the higher levels when you also have to avoid stepping on the deadly drawing pins scattered around the maze, or drowning Zippy in the rivers and lakes which have appeared (naturally

the bridges are nice and narrow!). Zippy is well-named, the game is very fast and I was continually diving headlong into the drink. The instructions describe Level 8 as 'no chance', but quite frankly I'd be only too happy to see Level 3!

If you're sick of shooting aliens, and ladder-and-platform games are driving you up the wall, Splat! is a game you should take a look at. It was very popular in its Spectrum and CBM64 versions, and is definitely worth adding to your collection.

P.G.

Title: Flight Path 737
Machine: Spectrum
Origination: Anirog
Price: £7.95

This is the program that Anirog have converted for nearly all the popular computers (and even some of the unpopular ones) so it is strange that the Spectrum is one of the later conversions.

Having said that, the simulation game that

they've come up with isn't all that bad. A small instruction leaflet is included that covers six machines and the inlay card gives the machine specific instructions.

There are six different levels to fly on from first solo to test pilot, the dif-

ferences are higher mountains and shorter runways, both of which add another dimension to the game.

The game itself is quite reasonable, and as much as you would normally expect from a flight simulator.

All in all a good package that is easy to use, straightforward, and without the usual complications that spoil a flight simulator.

M.R.



Title: Interdictor Pilot
Machine: Amstrad CPC464
Origination: Supersoft
Price: £17.95

Greetings, Space Cadet.

It may have occurred to you that mission training in preparation for sorties against Jahdran Aggressors is somewhat limited by the fact that combat spaceships have not yet been invented. Our scientists have overcome the problem, however, utilising an Earth company called Supersoft to distribute flight simulation software. This software is designed to run on the relatively primitive electronic devices of the late twentieth century known as 'home computers', but nevertheless it provides an accurate representation of advanced space weaponry and combat tactics.

That might seem like an over-the-top start to a review but it simply borrows from the style of Interdictor Pilot, the space-flight/combat simulator from Supersoft. Already a popular program on the Commodore 64, this version for the Amstrad maintains the design and playing complexity of the original. For a start, the manual is 48 pages of instrument instructions, combat tactics, galactic history, and technical background — some of this is just window-dressing, but there's still an awful lot to absorb before you can even begin to play.

The screen display

shows the cockpit of an Interdictor Mk 3 one-man craft, including all relevant instrumentation and forward viewscreen. Controls are provided for speed, weapons control, targeting, navigation, FTL flight, and so on. In fact most of the keys on the keyboard seem to control something, and you'd better not forget them in the heat of the battle!

A training simulator mode is provided, which I

found useful in which you can freeze the enemy, practice flying around them and blowing them apart with your twin laser cannon. I fared dismally in the real thing, though, when the enemy actually fly around shooting back — a lot — and it's just as well the fate of humanity isn't up to me! Oh well, back to the simulator.

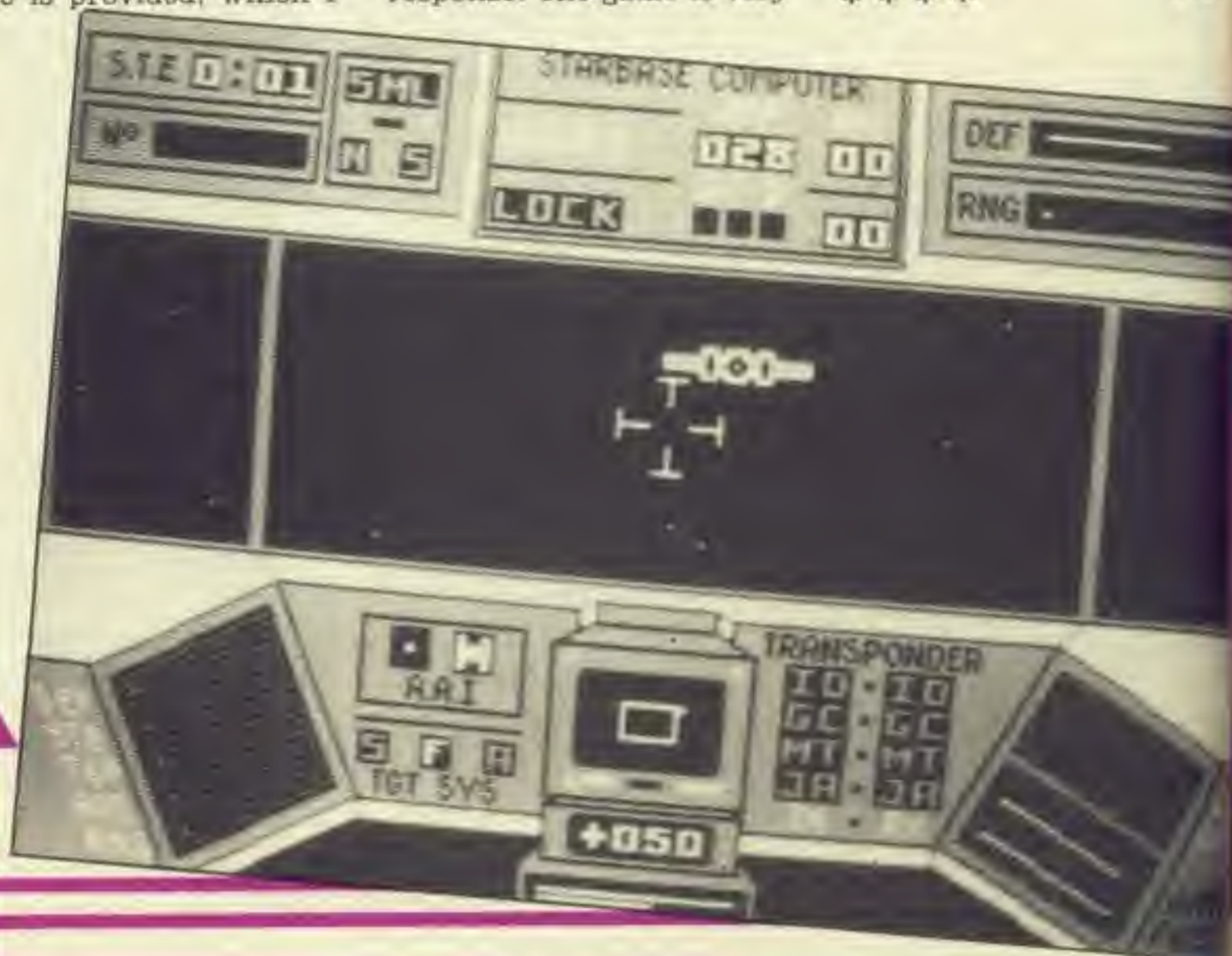
There are some nice touches, such as the dim cockpit with instrument lights which flicker into life as you power up the craft. And the program caters for people who like the nose to drop when you push the joystick forward, or those who prefer the opposite response. The game is very

realistic, if you can use that term about a space game, and that isn't surprising as it was written by a serving RAF officer.

Criticisms? Well, at £17.95 I consider it a bit pricey. Also there are only four colours used in the display, but this is unavoidable on the Amstrad because Mode 1 is required to provide the graphics resolution. Elite it isn't, but at the LET Show no-one on the Firebird stand had any idea when an Amstrad version might be available. So if you want to boldly go, go and buy Interdictor Pilot.

Transmission ends.

P.G.



Title: Glider Pilot
Machine: C64
Origination: CRL

Flight simulators offer you the chance to try your hand at piloting everything from Spitfires to Space Shuttles, Jumbos to Jet fighters. Curiously, no-one had bought out a gliding variant until now that is with the release of Glider Pilot by CRL.

The main (and somewhat obvious) difference between a glider and a normal aircraft is the lack of an engine! No longer can you bank to one side, increase your thrust and head towards your next objective. The only way you can climb in a glider is to seek out columns of rising air (thermals) and use them to assist you. This immediately brings about the first problem. How do you depict a thermal on screen. CRL's answer is to use a beeping sound (which can be switched off) in conjunction with your altimeter.

The simulation itself puts you into a cross coun-

try flight in a high performance competition glider. You have to complete a triangular course in the shortest possible time. How difficult you want to make that task can be selected from a series of menus before you start. When you finish (or crash!) you get a graph of your flight showing where and when you wasted time by making inefficient use of thermals.

Unless your name is Alcock or Brown, the essential ingredient of any flight simulation program is an excellent manual which tells you what the controls are, what they do and how they fit into the overall scheme of things. This should preferably be accompanied by a demo-mode in the program so that you can get some idea of how your 'aircraft' responds. Unfortunately this is where

Glider Pilot loses marks. No doubt the seven small pages of instruction make a great deal of sense to the qualified pilot who wrote the game, but every beginner I showed it to, thought it badly ordered and in some places, totally incomprehensible. For example, I couldn't find any reference to the assorted noises the program was making at me until I read the section on 'Advanced Techniques'.

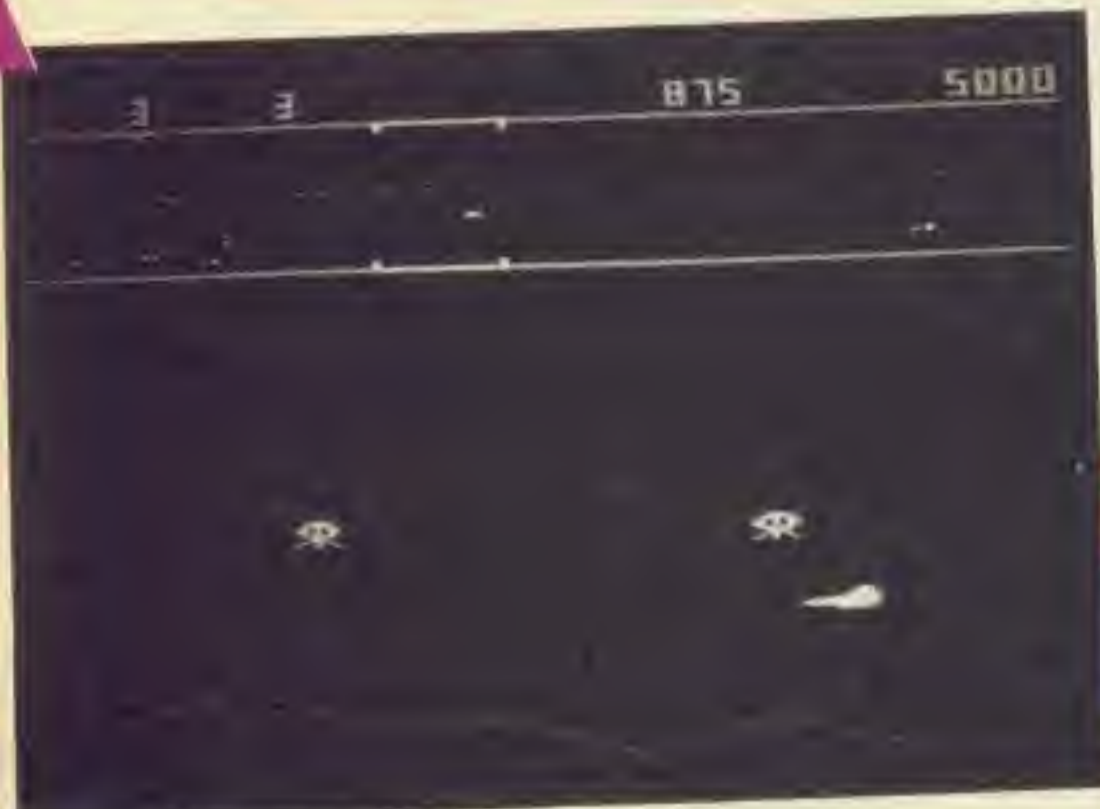
If you enjoy flight simulation programs, then you will find that Glider Pilot presents you with an interesting set of problems. If, however, you are looking for your first program in this field, then I would strongly recommend that you start elsewhere and work your way up to this one.

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G.H.

58

Title: Defend Or Die!
Machine: Amstrad CPC464
Origination: Alligata
Price: £7.95



As you've probably already worked out from the title, this is the Amstrad version of Defender. More to the point, it is virtually identical to Acornsoft's Planetoid. In fact, you could out the two games on monitors next to each other and I would defy and one to plok out which was which.

Of course, pointing out this similarity is high praise indeed for the game itself, as anyone who knows Planetoid can confirm. Fast, furious, colourful and complicated, this is for gamers fleet of finger, quick of brain and At One With The Keyboard.

For starters, you have seven fingers to worry about! (Up, down, thrust, reverse direction, fire, smart bomb and hyper-space). Then there are hords of little green alien ships intent on kidnapping humans from the planet you are guarding. Best not to let this happen, because once they reach the top of the screen, they mutate into extremely fast suicide ships which hurl themselves into you. Shooting the ships in mid-air (not the men!) gives a bonus, as

does catching the falling men and placing them on the ground. Just like the BBC version, this generates a multicoloured score which drifts around the screen after you until you out-distance it.

Higher levels (not that I see them very often!) feature additional nasties such as mine layers, and pods full of fast, tiny swarms which chase you relentlessly when released (best save your smart bombs for these). The game extends over several screen widths horizontally, and a radar map at the top of the screen shows you what dire things are happening in other parts of the game, as well as warning of ships about the appear near you.

All in all, a very challenging arcade game for those who want to pit themselves against a really difficult shoot-em-up space program. If you've never seen a version of Defender, I warn you not to get discouraged at first as you'll do an awful lot of dying before you get the hang of it. Recommended.

P.G.

"R" "E" "V" "I" "E" "W" "S"

Title: Tales of the Arabian Knights
Machine: BBC
Origination: Interceptor Software
Price: £7.95

Yet another conversion from those prolific Interceptor people. This game was originally for the C64 and had software simulated speech, which was very good. The Beeb version does not have such an advantage but is a reasonable game none the less.

The graphics are reasonable for a 4 colour mode and the action is the same as for the C64 version. However, I think that it is slightly easier, as I got further on this than on the C64 version.

The format is a fairly straightforward ladders and ramps kind, with one or two twists. You must collect the letters 'ARABIAN' from the masts of a ship, then row a boat to shore avoiding some unrecognisable objects that fall from the sky, then collect the letters again from what looks like a harem, and so it goes on.

Not a bad game, but the 4 colour graphics look a bit bland.

**

M.R.

Title: Give My Regards to Broad Street
Machine: C64, Spectrum 48K
Origination: Argus Press Software
Price: £8.99

Playing the part of Paul McCartney, you have managed to lose the master tape of your next big single and your evil backer Ruth is more that a trifle miffed, to the extent that if you do not return it by midnight, you will be effectively bankrupted. Fortunately, help is on hand in the form of seven of your friends who, purely by chance, can remember a different fragment of the song each and who will help you put it together. Not so fortunately is the fact that they're scattered all over London and constantly on the move.

The large instruction sheet that accompanies the game gives character profiles of your friends and all you have to do is to work out where they will be at a given time. To help you, you have your computer which tells you who has entered or left a particular tube station.

You control a car, driving round the streets of London. The main portion of the screen depicts the area you are driving through - watch out for Ruth's minions who will occasionally try to force you off the road. The three smaller windows at the bottom of the screen give details of characters' movements, a local map of the area and you nearest tube station. When you pass a tube station, a quick press of the fire button

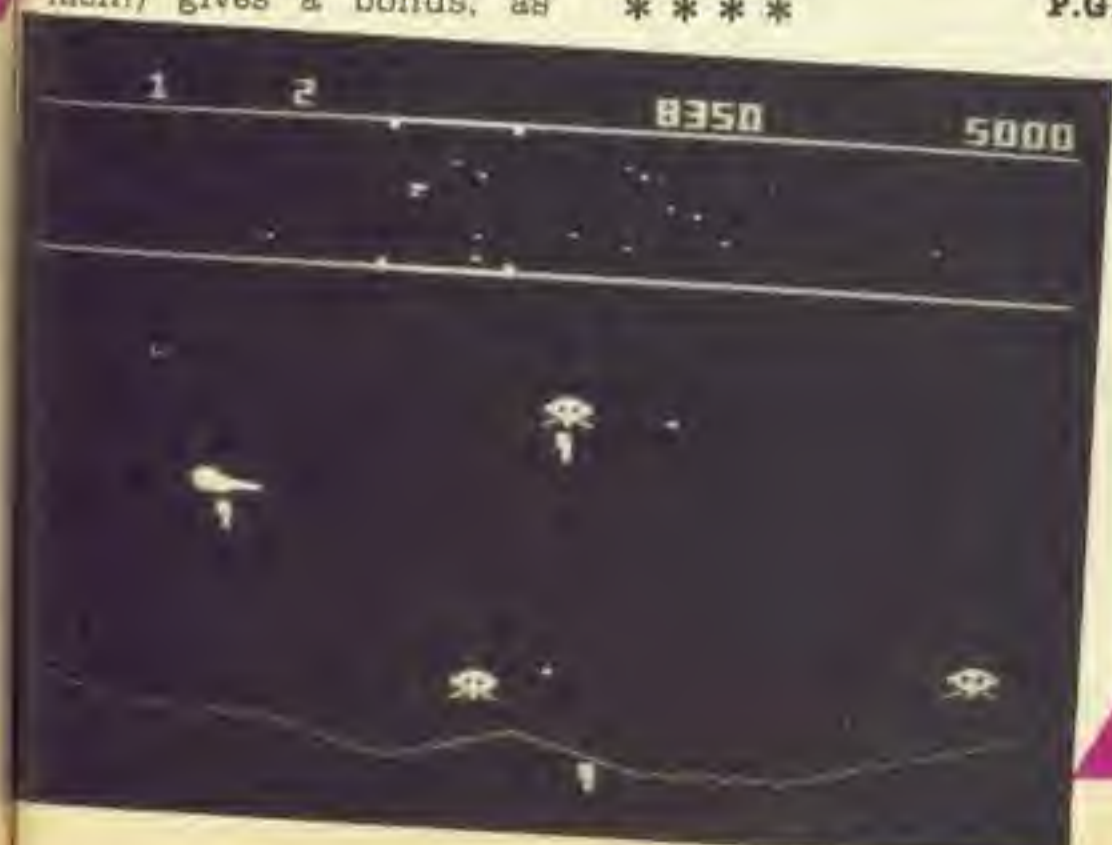
switches the action to a close up of the tube entrance. If you get there before a friend, you can meet them as they come out of the tube and they will give you their music. Watch out for the traffic wardens though who will clamp your car and thus waste your time.

Once you have all the music, you must head back to Abbey Road studios and there mix the tape. The instructions are deliberately vague about how to do this and I am afraid I won't be any help as I never got this far. Should your time run out, you suffer the ultimate shame of having to busk in a tube station, playing a very off key version of Band on the Run.

This is a very frustrating game to play to start with as your friends never seem to be where you are. With time though, you get the hand of working out where they are likely to be. The film of Broad Street was panned by the critics. The game isn't that bad but it certainly won't set the computer world alight.

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G.H.

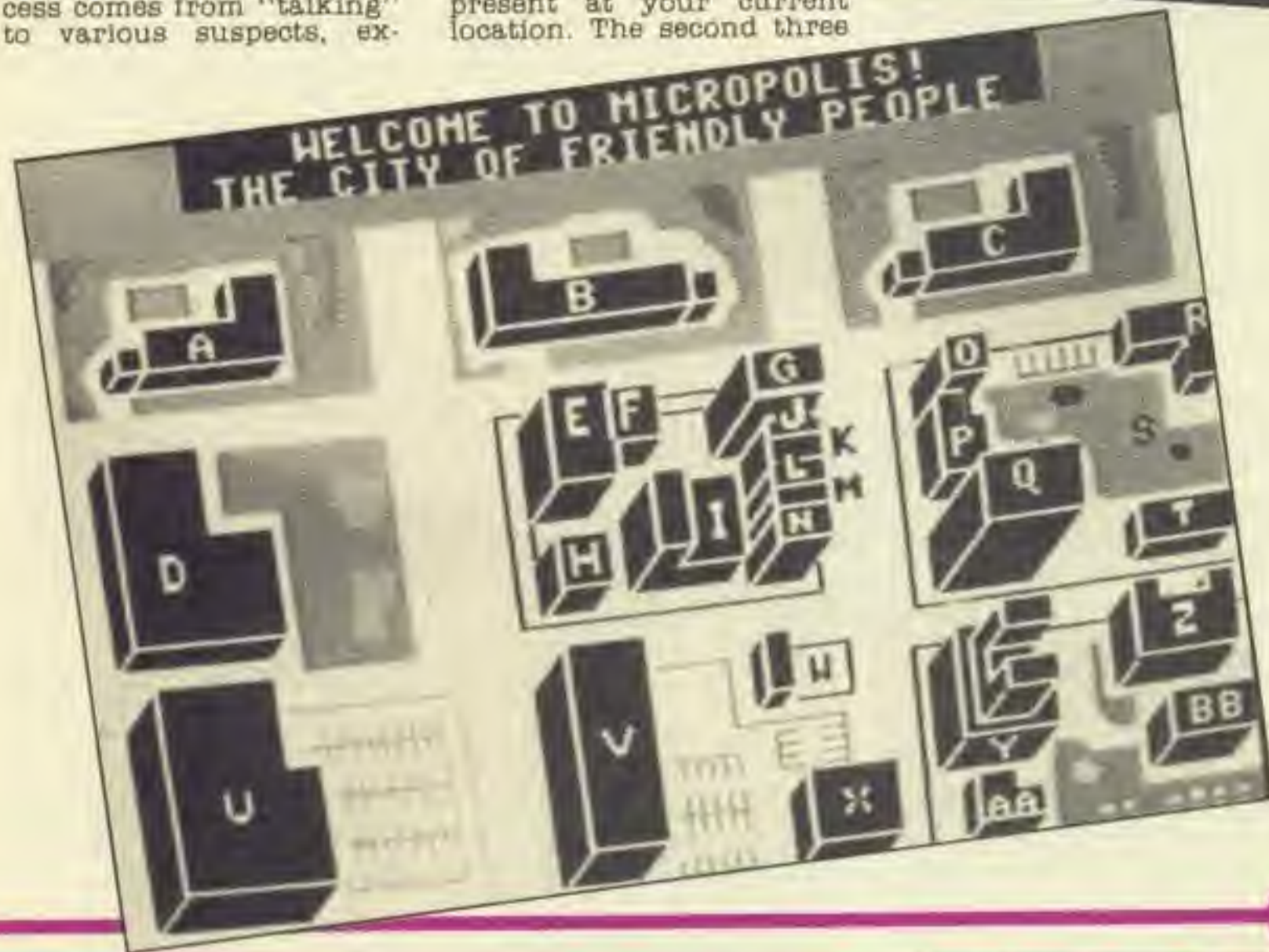


Title: Murder by the Dozen
Machine: C64
Origination: CBS
Price: £11.95

In the beginning of whodunnit games there was Cluedo. This involved finding the murderer working out which "suspect" card was missing etc. In other words, it was just a logic game in a murder setting — then came the big adventures of Sherlock Holmes or Deadline. Here, your success comes from "talking" to various suspects, ex-

amining clues and drawing the appropriate conclusions. Murder by the Dozen fits nicely into the middle ground between these two extremes.

At the start of each turn, you are presented with a choice of seven options. The first three give you a chance to interview people present at your current location. The second three



allow you to examine potential clues and the last choice lets you move to another location. Instead of telling you what you have discovered on the screen, where all your rivals can see, you are given a series of numbers which correspond to clues printed in the clues book which you can look up privately. These may be useful bits of information or they may just say "No Clue". There is nothing more frustrating than thinking you have found a good series of hints and then finding that none of them are any good. All this questioning and hunting for clues takes time which is added to your tally. At the start of each turn, the person with the least elapsed time goes first etc.

As the name suggests, there are twelve cases for you and your friends to solve (up to four can play). Solving a case involves answering assorted questions posed at the begin-

Title: Grand Larceny
Machine: C64
Origination: Melbourne House
Price: £7.95

Grand Larceny is the second in Melbourne House's animated adventure series following on the heels of Zim Sala Bim. Here, you play a spy trying to recover a set of plans which have been stolen from your government. The thieves have been located in the Grand Hotel and all you have to do is recover the

plans and make good your escape.

Every location is illustrated and movement between them is achieved, not by typing in the normal N, S, E or W but by using the keyboard/joystick to move your character across the screen. This is a gimmick which I personally think adds nothing to the

game but which might appeal to younger children.

The game is marred by several major flaws. When I first played it, I got shot and killed halfway through but the action continued as though nothing had happened. The twenty four hour clock (you have to achieve your object within a certain time limit) goes up to 99.59! The parser (the part of the program that understands your commands) is also poor. The instructions say that "Take" is a recognised verb but all attempts to take an object are met with the response

"I can't". This same answer is given to all wrong answers, even though you know that something would actually happen. For example, Use Jemmy on a locked door is an action that **should** produce a response. It is frustrating to be told that you can't do it.

Melbourne House are a strange company. When they are good (games like the Hobbit and Sherlock), they are very, very good but when they are bad, they are horrid.

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Title: Moon Buggy
Machine: Amstrad
Origination: Anirog
Price: £8.90

Originally on other machines.

Everybody knows or has heard of Moon Buggy. You

drive your car across rough terrain, jumping over holes, shooting rocks, and engaging in combat with

nasty aerial craft.

This version for the Amstrad is dreadful. No other words can describe it. It is slow and the graphics are jerky. I can only hope that somebody else produces a better version (as this isn't an original game).

*

M.R.

"R" "E" "V" "I" "E" "W" "S"

ing of the mystery. These always include naming the murderer, and usually backing your judgement by proving a motive or producing the vital evidence. A word of warning here. The answers required are very precise and detailed. In the first case, I correctly named the murderer and gave the motive. However, I did not prove the motive and so was out of the game.

The game is beautifully packaged. A confidential envelope contains a detective manual (instructions, hints and tips and case histories), a book of clues, a pad for making notes and a book of solutions. Should you be tempted to cheat, and look up the answers before playing the game, you can do so but it only spoils the game for you and wastes your money. The answers however are written in such a way, that a

casual peek will give nothing away. You have to put a sheet of red plastic over the page before the solution becomes visible.

The argument against this type of game is that once you have played a case, you cannot play it again. Whilst this is true, it has never stopped people playing adventures before. However, whilst adventures may take you weeks to solve, the cases here will take an afternoon at the most. For that reason, I would suggest you invite some friends round and play with/ against them. Be prepared though to have your grey cells stimulated. It's not sufficient just to wander round and collect clues. You will have to decide which ones are genuine and how they all fit together.

G.H.



Title:	International Basketball
Machine:	Commodore 64
Origination:	Commodore

International Soccer is one of the bestselling games for the 64.

Curiously it was written by a football hater called Andrew Spencer. He also dislikes Basket ball, this is his version.

Obviously there are some marked similarities between this and International Soccer which include the superbly animated players. Naturally instead of kicking and heading the ball they pick it up, run with it, pass, catch and hopefully throw it into the net.

There are three such players on each side with only one per side under direct control via the joysticks. This is usually the last one that touched the ball but moving this player off the section of the court that is currently shown on the screen will pass control to another. The screen display scrolls with the player who is currently in possession who is also the slowest moving player on the court. Consequently if you want to retain possession you will have to pass the ball to one of your

other players who will be vying for position with your opponents.

You can play against another human or against a variety of computer levels which range from the easy level 1 to the impossible level 9. You can also choose the colour of the players shirts and even select from 3 different variations of Basketball. These are International (Olympic), NBA and NCAA. Each variation has its own rules, court layout and number and length of periods. The games detail is completed by an applauding crowd who sit behind advertising boards carrying adverts for Commodore, Compunet and someone called Johnny who is apparently "for Funk".

At the end of each game the players line up and the winning captain is presented with a cup.

I doubt that this will enjoy the success of International Soccer but those who buy it will certainly enjoy it.

T.H.

Title:	Aqua Racer
Machine:	C64
Origination:	Bubble Bus Software
Price:	£7.95

Aqua Racer is best described as a sort of watery Pole Position. You are sitting at the helm of a high speed power boat racing over twenty different circuits either against the clock or against your friends (up to four can play at once). Before you are allowed to take part in a race, you first have to qualify on that particular course.

Your course is marked by a series of buoys, some of which have large arrows pointing you in the right direction if there is a particularly steep bend approaching. If you leave the course at any stage of the race, you are automatically disqualified so you have the rather strange tactic of trying to deliberately crash into a buoy which only

wastes your time. Just to make life harder for you, the way ahead is cluttered with other boats growing nicely larger as you close in on them. Curiously, the islands on the horizon never seem to get any bigger. Control of the boat is a nice simple left/right accelerate/ decelerate with the fire button being used to toggle between low and high gear.

This is a simple game which requires no great mental strain, only fast reactions. Above all, it is fun to play and anyone who enjoys racing games will not be disappointed.

G.H.

Title:	Mushrooms From Mars
Machine:	Spectrum
Origination:	Scorpio Gamesworld
Price:	£1.99

When the first budget software was put on the market there were screams from the established software houses that it would drag down the quality of software to a level where it would be detrimental to the consumer.

Mushrooms from Mars is a game that gives justification to that claim.

The game starts off with a 'Donkey Kong' like screen, with horizontal bars running across the screen and ladders connecting them. The aforementioned astral mushrooms charge down these bars and you must run and jump over them in an attempt to reach the top.

The control and jumping action is dreadful and takes quite a while to get used to.

You then progress on, and so forth. On the inlay card it says 'nothing can stop them' I hope somebody does.

*

M.R.

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Title: Gremlins
Machine: Spectrum 48K
Origination: Adventure International UK
Price: 9.95 varies according to machine

Scott Adams' Florida based company, Adventure International, scored a major coup last year with the licensing of games based on Marvel comic book heroes. The Hulk and Spiderman have both proved very successful, and The Fantastic Four are next in line for computerisation.

Gremlins, however, is not written by Scott Adams, nor published by Adventure International. In fact, it was written by one of the best known British adventure writers, Brian Howarth, and published by Adventure International UK, the Birmingham based software house which up to now has been content with producing Scott Adams' games under licence. Quite how Mike Woodroffe, AI UK's managing director managed this little coup is anybody's guess.

Gremlins begins in a bedroom. We are some way into the movie, and all the instructions for the care of the lovable little Mogwai have been ignored. As a result, the first sight to greet the adventurer's eyes is a shambles, and will be even more of one unless the right action is taken.

The first location is very well illustrated, and is an excellent introduction to the character of the adven-

ture. The Gremlin's arm moves up and down as he chucks deadly missiles at you, and the room is strewn with Gremlin pods and scraps of chicken from an après midnight snack. The graphic design is by Teoman Irmak, who is also responsible for much of AI UK's box art, and he shows, here and elsewhere in the game, a deft touch.

The only way to go from here is down, to meet another of our green friends. You'll find yourself going up the wall before you can get past him, and pick up a very useful object. Into the kitchen, where you find two more Gremlins — but don't worry, you can wave goodbye to one, and the other will just blend into the background. A little more exercising the digit, and careful EXAMining, should get you a friend and another weapon.

There are four Gremlins in the house (and another entity very closely related to them) but all four can be dispatched, three with ease. The fourth needs careful timing and the use of one of the special functions of the games command analyser, which allows you to string two or more commands together using a comma or full stop.



Talking about the parser, it does seem to be fairly extensive. You can stick to traditional two word, verb/noun, commands, or you can use remarkable full sentences. Additionally, you can GET and DROP ALL — a boon to the jaded adventurer. There are still the frustrating situations, however, where the program gives you a word in one sentence, and then says it doesn't know it on the next, as in YOU ARE IN A GARAGE: EXAM GARAGE: I DO NOT KNOW THE WORD GARAGE. But this is perhaps being perfectionist.

Outside your house, where the Gremlins are basically a very tame lot, things get rather more dangerous. This is just as it should be — a fairly easy

intro, giving the player the feel of the game, before springing the nasty surprises. Some might say, lulling players into a false sense of security.

Gremlins singly, or in pairs are easy enough to deal with. When you meet a gang of them, your time is limited. I've only found one way to distract them, involving the use of bright lights.

So far I have found 33 locations, and been killed in most of them. I have found about a dozen objects, some of which proved very useful, some of which I can't figure out what to do with, even though my life depends on it.

I've emptied a swimming pool, I've kept my head in a cinema, and lost it in a department store. I've been snow ploughed on countless occasions, and savaged to death on many others.

My objective, I understand, is to save the town by ridding it of the Gremlin menace. Well, I haven't got very far. I know that cute little Gizmo is supposed to be some help, but all he does is follow me around or dive into ventilation systems. I suspect there has to be something useful in the bar, but I can't get rid of its present occupants. There's a locked door which must hide interesting possibilities, but how do I get it open?

How much more of the

Title: Rock 'n' Bolt
Machine: C64
Origination: Activision (Action Graphics)

Oh dear!, another clanger from Activision. Ever since they got into the home computer market the quality of Activision's offerings has dropped markedly. Rock 'n' Bolt is a very simple game, but has some interesting logical puzzles as the game progresses. The basic idea of the game is that you are a construction worker on a building site. Each floor is covered in moving girders (but just why they should move is beyond me) your character must leap between them

and bolt them down, when they are bolted down he progresses to the next level.

There is some difference in levels, however, and on some he must follow a blueprint of exactly where to bolt down each girder.

On the easiest level you have infinite lives, but on later levels you have a time limit and only a limited number of men.

On the practice mode I went through 13 levels before falling asleep with boredom, on the 'real' levels with a timer, there is no increase in interest as you would expect, merely frustration as the timer runs out.

Not worth buying, get Ghostbusters instead if you want an Activision game.

Title: Manic Miner
Machine: Amstrad CPC464
Origination: Software Projects
Price: £7.95

It isn't really surprising that many of the classic arcade games for the ZX Spectrum should be now be appearing on the CPC464. Both use the Z80, so conversion is simply a matter of altering the sound and graphics routines, a task made much easier by the freely available (though expensively priced) details of the Amstrad's workings (other computer manufacturers please note).

The latest game to put in an appearance on the CPC464 is the well-known Manic Miner, one of the all-time famous pieces of software from the boom days when programmers were all going to drive BMWs once they were old enough to get a drivers licence. It has weathered well and is

still as compulsive as ever. Manic Miner was one of the original 'ladder-and-platform' games, although there aren't actually any ladders. You move from level to level by leaping. The controls couldn't be simpler: you have left, right and jump, either using a choice of keys from the keyboard or with a joystick.

The game itself is a faithful reproduction of the ZX predecessor, with 20 screens of ever-increasing nastiness through which you manoeuvre Miner Wily in his quest to collect all the flashing keys which unlock the exit to the next screen. Luckily there is a pause button, because you often have to study the map of the land very carefully

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adventure I have yet to find. I can't tell. There may only be one more location, or there may be a dozen. The early problems were just easy enough, the later ones are pretty tough.

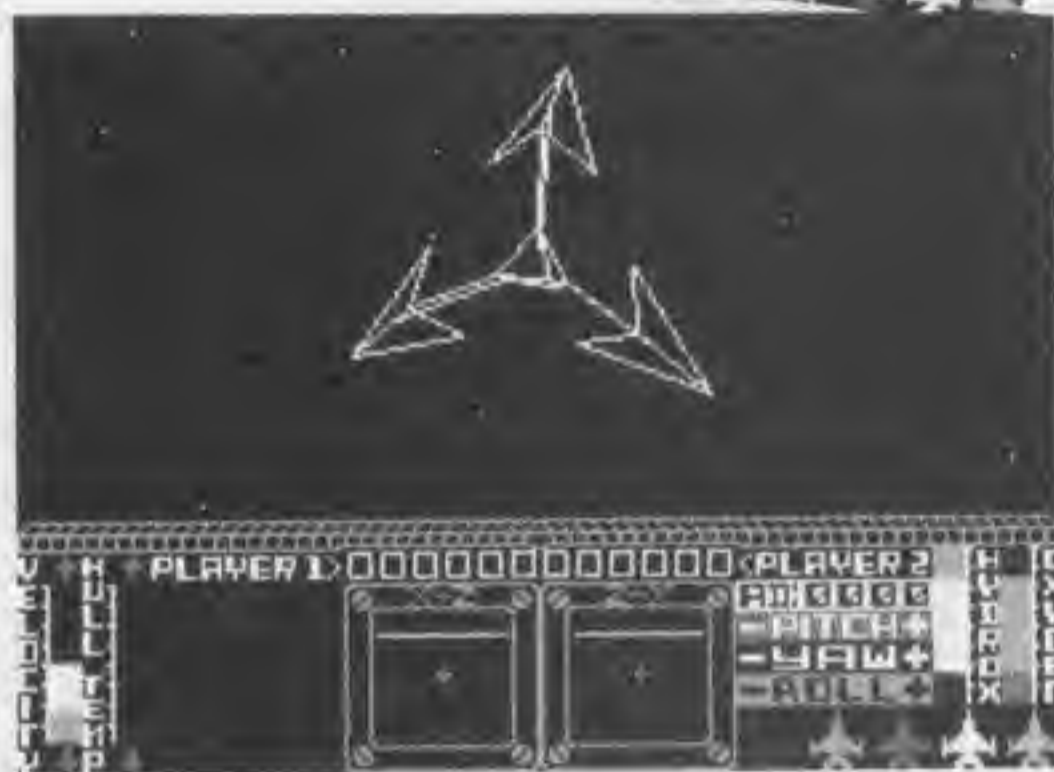
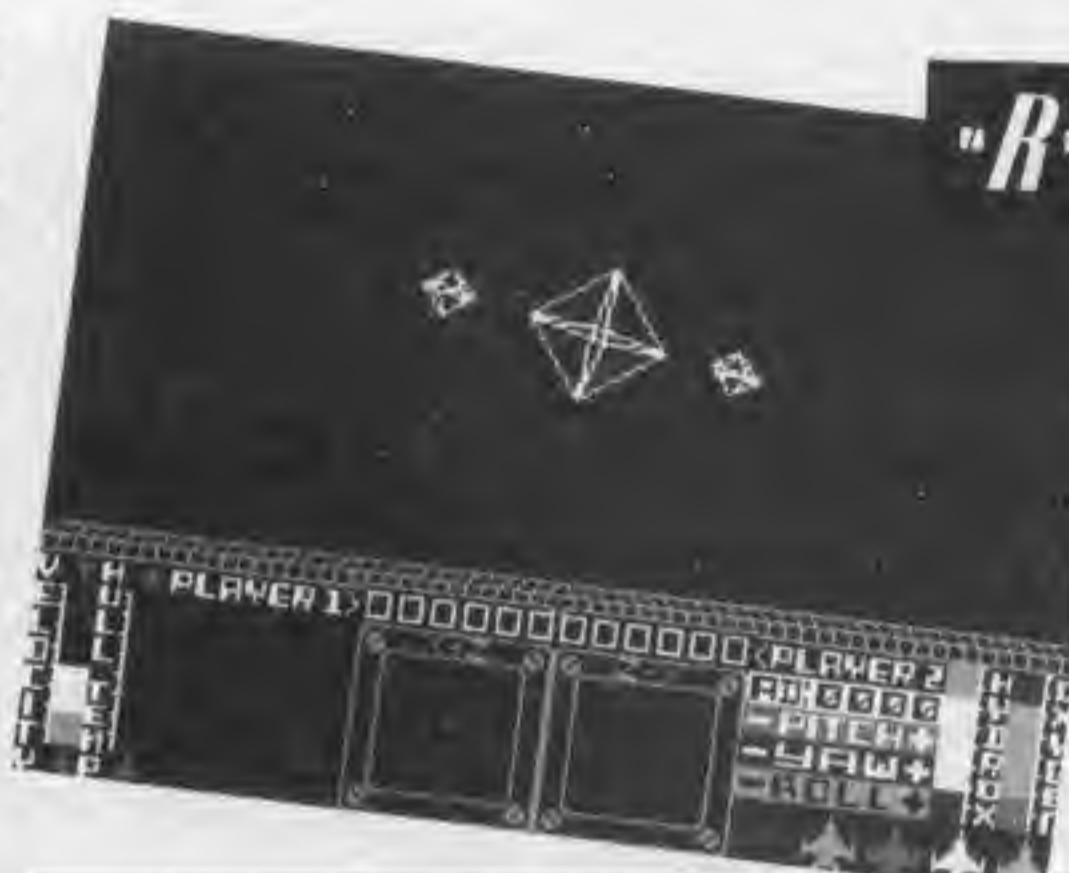
Luckily, there is a save/load facility included, which I would advise all Gremlin bashers to make full use of whenever danger threatens. There seems to be no help facility, but then that's true of many games.

All things considered, Gremlins is a very enjoyable game, with a number of problems for experienced adventurers. The sentence analyser is comprehensive, and the response time very quick. This should mean that novice adventurers will be able to get into the spirit of the game with ease, making it a good introduction.

Whether there is quite enough body to the adventure for the experienced adventurer I have yet to find out, but I think it's safe to say that Gremlins is every bit as good, an introductory adventure, as The Hulk, and very possibly better. Certainly the graphics are far superior — there's a great deal of satisfaction in watching a Gremlin's legs waving about as the rest of the little horror is minced finely.

Should be perfect for the twelve to fifteen age group — plenty of gore (most of it your own!).

**** M.C.



"R" "E" "V" "I" "E" "W" "S"

extra ones as you move out of each time grid and time block. However you should remember that to get the letters in the first place you have to destroy missile firing alien spacecraft.

The aliens appear on the screen as sector graphics (this is the technique made famous by Elite) and move quickly and smoothly just beyond your laser sights. Suddenly you realise that its time to flex those fire button fingers and to prepare for battle.

Practice at the controls of Stardate is essential if you are going to stand any chance of attaining any of the higher skill ratings that are awarded at the end of the game. Luckily you can redefine the keyboard as you like and use it in conjunction with most of the standard joysticks. With these controls you can control the speed, pitch, roll and yaw of Stardate as well as aim and fire your lasers. Beneath the view of the enemy ships are your instruments which include two scanners which together give you warning of what's around you along with fuel and oxygen level indicators. Finally instead of losing lives you gradually wear through the six hull layers that protect Stardate which can either be destroyed by missiles and space debris but also melt away because of excess use of your lasers.

When your game ends you are awarded a rating that reflects the number of time zones, grids and blocks that you have saved. These range from the dismal Novice to the ultimate accolade of the Creator.

The game features both one and two player options and an intriguing tutor option which gives you a sneak preview of the aliens that you will later meet.

Starion is certainly an original and challenging game but it remains to be seen whether there is anyone good enough to play it. After all there can't be many arcade playing, puzzle solvers who also have the stamina of a marathon runner.

**** T.H.

Title: Starion
Machine: ZX Spectrum
Origination: Melbourne House
Price: 7.95

A successful Starion player will have to possess excellent arcade skills along with a flair for solving puzzles. For it is truly a challenging game.

You play Starion, the brightest graduate of the Space Academy who must pilot the worlds first timeship SS Stardate in order to save the world.

This months threat to civilisation is from time travelling aliens who are trying to destroy Earth by moving historically significant items from one time zone and moving them to another. Your job is to stop them.

To do this you must pilot Stardate and seek out and destroy all of the aliens in a given time zone. As you destroy each one it will release its cargo which you can then pick up. The cargo is represented by letters which spell the item that has been taken. Unfortunately, you will have to

find the aliens in the random order and so the letters that you find will be jumbled up. When you have destroyed all of the aliens and therefore have all of the letters you must solve the anagram.

If you solve the anagram correctly you must return the item to the correct time zone.

The timezones are arranged in time grids each containing nine timezones. Luckily items should always be returned to a timezone in the same block. When you have restored that timezone then you move onto the next.

Completing an entire grid leads you to the second of nine time grids in just one of three time blocks. To save your already boggling brain that calculates to a staggering 243 time zones and a total of more than 243 anagrams to solve. There are more than 243 puzzles for you must solve

decide the best route past all the keys.

Once you've decided how to tackle a screen, hesitation is fatal. The nasties in each level move about in carefully timed paths and negotiating a safe passage may require split second timing. Life is not made easier by the inclusion of one-way conveyor belts (no going back) and crumbling platforms which melt away underneath you if you pause too long. Once they've totally gone, of course, you may not be able to complete the screen at all, another reason for good planning and a steady hand.

So far I've got through six levels with still a long way to go! Highly recommended as if you buy Manic Miner you'll not only be getting an extraordinary compulsive game, but also a tiny slice of home computing history.

**** P.G.



Title: SHADES
Machine: CBM 64
Origination: Durell Software Ltd
Price: £8.95

The land of Arulan lies under the spell of evil forces and with his dying words Kynah vowed that this land shall be freed from its curse. As the player of the game, of course the task falls onto your shoulders and you must wander through the perils of a 3D world in your search for 'him who mocks us with the shades of time'.

Control is achieved by using a joystick to move the animated hero and the keyboard to determine his reactions to the predicaments that he meets. Almost every screen has an evil creature lurking there ready to do battle and drain your energy, indicated by a red and green bar below the screen. If you manage to keep your energy up in the green



Title: Icicle Works
Machine: 48K Spectrum, joystick optional
Origination: Statesoft
Price: £7.95

One of last year's most original games was Boulderdash from Statesoft. Icicle Works is their latest title although to all intents and purposes it might just as well have been called Boulderdash 2. The rocks have been replaced with giant snowballs and the diamonds by parts of toys but the mechanisms are very similar.

The object of the game is to collect parts of a toy within a certain time limit and make your escape into the next screen. You have to plan your trip around the screen very carefully for as you tunnel under them, the snowballs fall (on you if you're not fast enough). Sometimes you have to do this deliberately in order to access certain

parts of the screen. As you acquire a piece, so it is displayed on the right hand side of the screen in its correct place so you can work out how many more pieces are needed. The graphics are reasonable but every time you move off the edge of the screen, you have to wait for the background to catch up with you. The problems set in the game involve strategic dropping of snowballs and avoiding assorted nasties which get released when you pick up a piece of the puzzle.

Following on from the pop-industry, there is a vogue amongst software houses at the moment to produce follow-up games. In other words, if you had an idea that worked, then use it again. Icicle Works is nowhere near as good as Boulderdash was and is too similar to it. If you have bought Boulderdash, and want more of the same, then consider this game. If you haven't got either, then take a look at Boulderdash first.

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G.H.

Title: ATARI SMASH HITS
Machine: Atari
Origination: English Software
Price: £9.95

English Software could well have hit onto a good idea with these compilation tapes, especially for the price. On the first tape there is Jet Boot Jack which is one of the better games from this company. The idea is to eat musical notes on different levels using lifts and avoiding bugs before your energy runs out.

Dan Strikes Back is along the lines of a mushroom eating pac-man except that you can't defend yourself against the nasties, only avoid them.

Hyperblast is a typical shoot-em-up game which, even though the ideas unoriginal, is well programmed.

Captain Sticky wants chewing gum so you have to dive to the mines to get it. Not seat gripping stuff but good for a giggle.

Firefleet is a vertical scrolling game where you have to navigate through tight tunnels with lots of guns and obstacles and I must admit I didn't get very far. If you like a

challenge I strongly recommend that you try this one.

On the second tape there is Jet Boot Jack (again) followed by Stranded an adventure game where you are stranded on a planet. If you ask for help when you get lost in the forest the computer comes out with "its tree-mendous around here isn't it." Enough said?

Diamonds is a digging game which seem to be the rage at the moment.

Robin Hood definitely hasn't got what it takes to be top of the arcade but its another that I would put in the category of good for a giggle.

Citadel Warrior is a reasonably interesting game but watch your fuel level, your tank drinks like a fish.

At the beginning of number three, yes you guessed, Jet Boot Jack again.

Airstrike 2 definitely has the scramble touch but the graphics are well

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"R" "E" "V" "I" "E" "W" "S"

restore your energy level and thus avoid the necessity to go out and buy yet another box of tea-bags.

Monsters can be fought, and killed if you have amassed enough experience points or you can try pleading with them for mercy. In my copy of the game trying this course of action invariably caused my character to flash his sword around in a very unsubmissive way!

Assuming that the concept of graphic adventures is to create a plausible computer world, then Shades falls. As you disappear off one screen, you reappear in the middle of the next and not the edge as you might expect. With the aim of the game being to despatch the Shades back to their dark world, my wish is that they take their software with them.



area gradual recovery is possible. In practice this recovery is so slow that the only way to stand a chance of completing the game is to find the location without an attacker present, pop the kettle on, make a cup of tea and on returning to the computer, you may be able to complete a few more screens.

Apart from hidden traps and secret doorways to search for, some of the locations also have chests containing items which may be of use. Some of the items are obviously useful such as the crossbow and quiver, but some are less obviously beneficial. In this latter category is a horde of penicillin which can be used frequently to

done and its a good fast reaction game.

Batty Builders is a relatively simple game in which you have to catch bricks falling off the conveyor belt and thrown them onto your own wall. This is reasonably easy but if they don't land on target it proves to be annoying, so you need a good aim.

Breath of the Dragon is a previously unreleased title which is a sort of graphics adventure. The man, if handled right can be acrobatic and he needs to be to avoid rocks on the floor, vultures, dragons and a few other nasties. This game should please both mild adventurers and reaction gamers alike. All in all one of the best games on the three tapes.

Neptunes Daughter lacks a bit in the graphics department and I found that I got bored with it. But each to his own.

Overall, the tapes are good value for money — even if you only want two or three of the titles but if you like all five you have got yourself a real bargain.

Title: World Series Baseball
Machine: Commodore 64
Origination: Imagine (Ocean)
Price: £7.95

World Series Baseball is the first of a new range of games under the Imagine label. The name was bought by Ocean after the crash of the original company for its games destined for the American market.

The consequence of this is that this game assumes that you know the rules of Baseball. This will deter most people from an excellent simulation of a fascinating sport. This would be a shame for if you are prepared to make an effort you will soon pick it up.

Those who do persevere will discover a game where you can through high balls and slow balls, hit home runs, steal bases and strike out.

All of this is presented well with a grandstand view of the baseball diamond complete with scoreboard, crowd and of course cheerleaders. The scoreboard not only plots the two teams scores through the nine innings of the game but also provide a close up view of the pitch of



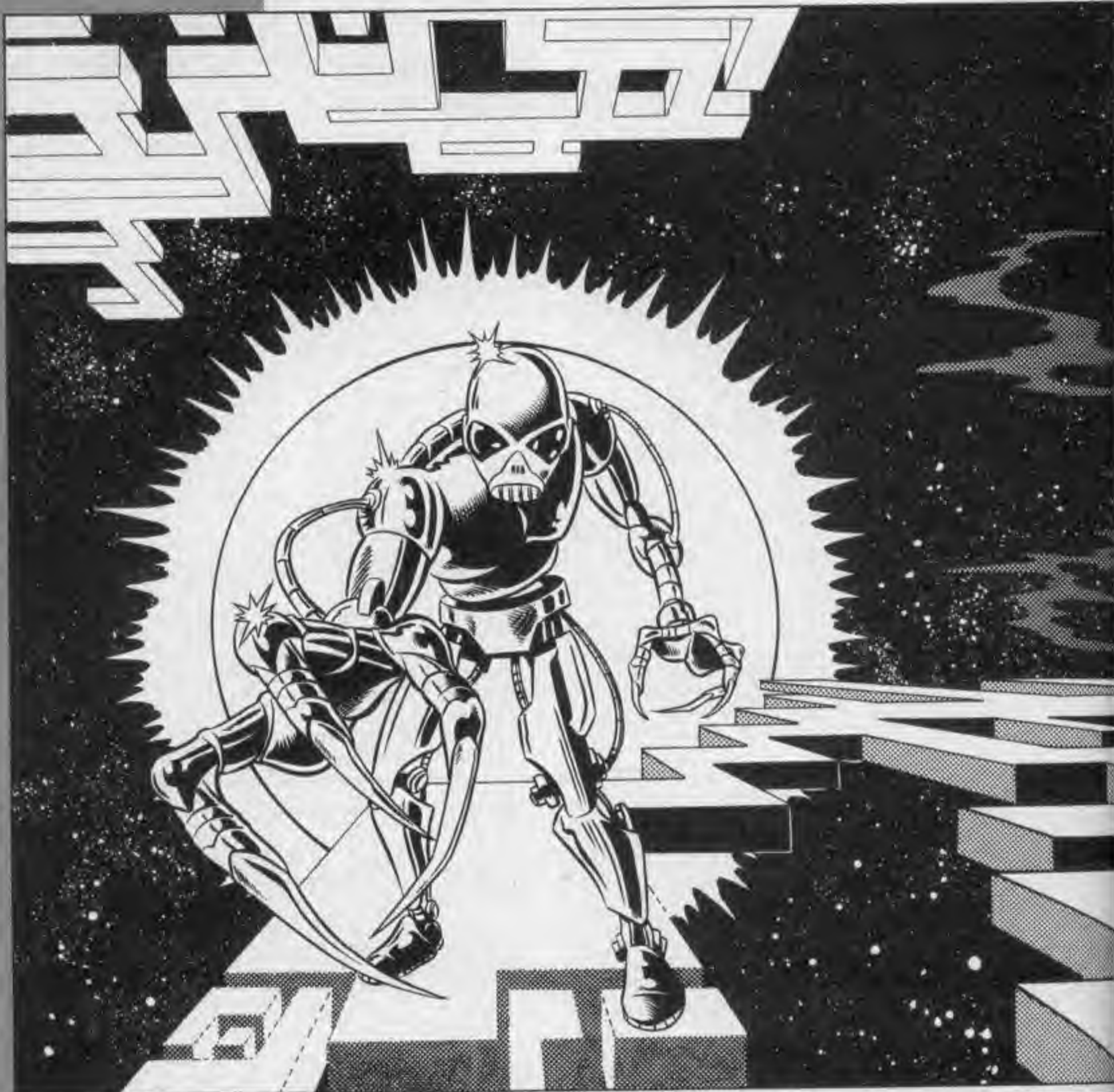
the ball and the batters attempt to hit it.

The game is completely joystick controlled and contains both one and two player versions.

I would recommend this game to anyone who is interested in finding out more about this sport.

T.H.





ESCAPE

Gareth Davies

Several humans are being held hostage by aliens in a building on the far left of the screen. Every now and then a man manages to escape, by jumping out of

one of the four windows. Your job is to bounce them to the white line on the right of the screen, where he is safe. Sometimes an alien jumps out of a window, and you must let him hit the ground. The game ends

when you have failed three times (i.e. you let a man hit the ground, you let an alien reach a white line, or a man hits one of the men supporting the sheet).

Use keys: Z-Left
M-Right.

66

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5 G=36865:R=6:CL=30720:SP=7680:TM=180:MF="
10 GOSUB70:POKE36879,25:PRINT"
15 PRINT"Y JARETH AVIES."
17 PRINT"ANY KEY TO CONTINUE.":GOSUB88
18 GETA#:IFAS=" THEN18
19 GOSUB70:PRINT"INSTRUCTIONS:"PRINT"BOUNCE THE MEN"
20 PRINT"TO THE WHITE LINE. VOID THE ALIENS.":PRINT"CONTROLS:"

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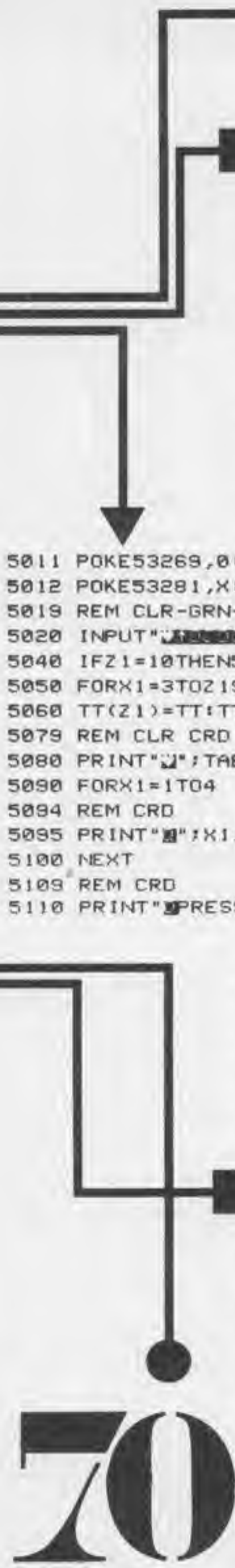
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25 PRINT "KILL LEVEL?"
30 PRINT " (1=ASY,4=ARD)"
35 SYS65508:L=VAL(CHR$(PEEK(780)))+IPL<10RL>4THEN35
40 IFL=1THENB$="EGIIHF":SL=21
45 IFL=2THENB$="EGIIHF":SL=22
50 IFL=3THENB$="EGIH":SL=23
55 IFL=4THENB$="EGHF":SL=24
60 L=INT(L/2):GOSUB70:GOTO200
70 FORT=38TO180:POKE36865,T:NEXT:RETURN
80 FORT=180TO38STEP-1:POKE36865,T:NEXT:RETURN
100 R4=INT(RND(1)*2)+1
110 IFR4=1THENDX=-DX
120 DY=-DY:RETURN
200 POKEG+2,38:POKEG+1,154:POKEG-1,8:POKEG+14,8:POKEG+4,255:PRINT " "
210 PRINT " " :FORT=1TO4:PRINT " " :NEXT
220 FORT=1TO4:PRINT " " :NEXT
230 FORX=8148TO8174:POKE8,10:POKE8+CL,2:NEXT:FORX=8117+LT08121:POKE8,11:POKE8+CL
-1
240 NEXT:FORT=180TO42STEP-1:POKE36865,T:NEXT:GOSUB250:GOSUB400:GOTO300
250 PRINTM$
260 IFB<3THENB=3
270 IFB>SLTHENB=SL
280 PRINTM$:PRINTTAB(B)B$
290 RETURN
300 POKEPP,CH:POKEPP+CL,CO
310 FORT=1TOTM:NEXT
320 P=PEEK(197)+B+B+(P*33)-(P*36):IFP(>84)THENGOSUB250
340 POKEPP,32:X=X+DX:Y=Y+DY
350 PP=8P+X+26*Y
360 IFX<30RX>24THENDX=-DX
370 IFY<0THENDY=-DY
380 IFPEEK(PP)<>32THENGOSUB600
390 GOTO300
400 R1=INT(RND(1)*4)+1
410 IFR1=2THENCH=12:CO=4:GOTO430
420 CH=1:CO=3
430 R2=INT(RND(1)*4)+1
440 IFR2=1THENY=4
450 IFR2=2THENY=7
460 IFR2=3THENY=10
470 IFR2=4THENY=13
480 DY=1:X=2
490 R3=INT(RND(1)*3)+1
500 IFR3=1THENDX=0.5:RETURN
510 IFR3=2THENDX=1:RETURN
520 DX=1.5:RETURN
600 SS=PEEK(PP)
610 IFSS=9THENGOSUB490:DY=-DY:DX=-DX:RETURN
620 IFSS=7THENGOSUB490:DY=-DY:RETURN
630 IFSS=9THENGOSUB100:RETURN
640 IFSS=5OR6S=6THENGOTO950
650 IFSS=11ANDCH=12THENGOTO700
660 IFSS=11ANDCH=1THENGOTO900
670 IFSS=10ANDCH=12THENGOTO900
680 IFSS=10ANDCH=1THENGOTO700
700 PP=0:FORT=15TO8STEP-1:POKE36877,225:POKE36878,T
710 FORX=1TO100:NEXTX,T:POKEG+12,0:LV=LV+1:IFLV>3THENGOTO800
720 GOSUB400:GOTO300
750 FORT=42TO180:POKE36865,T:NEXTT:POKEG+2,174:POKEG+1,150:POKEG-1,12
760 POKEG+4,240:RETURN
800 POKEG+13,15:F0RL=250TO128STEP-1:POKEG+9,L:FORT=1TO40:NEXTT,L:POKEG+8,0
810 GOSUB750:POKEG+14,59
820 PRINT "YOU'VE FAILED THREE TIMES!" :GOSUB80
824 IFSC>HITHENH1=8C
825 PRINT "HI-SCORE="H1
830 PRINT "YOU SCORED"SC
840 PRINT "ANOTHER GO?(Y/N)"
850 GETA$:IFA$="Y"THENLV=0:SC=0:GOTO5
860 IFA$="N"THENSYS64002
870 GOTO950
900 W=2:POKE36878,15:KX=XX+1:IFKX=10THENKX=0:TM=TM-20:IFTM<1THENTM=1
910 FORX=128TO254STEPW
920 POKEG+11,X:NEXT:W=W+2
930 IFW>127THENPOKEG+11,0:SC=SC+10:PP=0:GOSUB400:GOTO300
940 GOTO910
950 POKEG+13,15:POKEG+9,128:POKEG+10,128:FORT=1TO999:NEXTT
960 POKEG+8,0:POKEG+10,0:LV=LV+1:IFLV>3THENGOTO800
970 GOSUB400:GOTO300
1000 IFPEEK(7176)=24THENRETURN
1005 FORI=7168TO7434:POKEI,0:NEXT
1010 POKE51,255:POKE52,27:POKE55,255:POKE56,27:FORI=8TO95:READA:POKE7176+I,A:NEX
T
1040 DATA24,60,24,255,153,24,38,36
1050 DATA128,192,224,240,248,252,254,255
1060 DATA249,249,249,249,249,249,249,249
1070 DATA254,254,254,254,254,254,254,254
1080 DATA46,120,48,63,48,80,144,24
1090 DATA12,30,12,252,12,10,8,24
1100 DATA0,0,0,120,64,48,12,3,0,0,0,1,2,12,48,192
1120 DATA0,0,0,0,0,0,255
1130 DATA255,255,255,255,255,255,255,255
1140 DATA0,0,0,0,0,255,0
1150 DATA24,60,126,102,60,255,24,102
1160 RETURN
READY.

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CLLOUD





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269 REM LRD- 2*CRD
270 PRINT"          | | | | |          | | | | | | | | |          | | |"
279 REM WHT- 2*CRD
280 PRINT"          | | | | | | | | | | | | | | | | | | | | | | | | | | |"
300 SC=(PEEK(833)*256+PEEK(832))*100
399 REM HOM-GRN CRL
400 PRINT"SCORE ="SC" "
400 REM CRU CRL
401 PRINT"ENERGY="PEEK(834)" "
401 REM CRL
402 PRINT"RADIATION LEVEL ="L" "
405 POKE53275,PEEK(834)
410 IFPEEK(53269)=255THENL=L+1
420 IFPEEK(789)<>234THEN300
430 GOSUB5000:GOTO173
4999 END
5000 TT=SC:GOSUB9000:REM HI SCORE
5005 Z1=0:FORX1=1TO4:IFTT>TT(X1)THENZ1=X1:X1=5
5010 NEXT:IFZ1=0THENRETURN
5010 REM CLR GRN WHT
5011 POKE53269,0:PRINT"          HI SCORE          HI SCORE"
5012 POKE53281,X:FORA=1TO100:NEXT:NEXT:POKE53281,0
5019 REM CLR-GRN- 5*CRD
5020 INPUT"HI SCORE ENTER NAME":N$:IFLEN(N$)>20THENN$=LEFT$(N$,20)
5040 IFZ1=10THEN5060
5050 FORX1=3TO21STEP-1:TT(X1+1)=TT(X1):TT$(X1+1)=TT$(X1):NEXT
5060 TT(Z1)=TT:TT$(Z1)=N$
5079 REM CLR CRD
5080 PRINT"          HI SCORE"
5090 FORX1=1TO4
5094 REM CRD
5095 PRINT"          X1:TAB(10)TT(X1):TAB(23):TT$(X1)
5100 NEXT
5109 REM CRD
5110 PRINT"PRESS A KEY TO RESTART":POKE198,0:WAIT198,1:POKE198,0:RETURN
5999 REM CLR
6000 PRINTTAB(12):"INSTRUCTIONS Y/N ?"
6010 GETA$:IFA$="N"THENRETURN
6020 IFA$<>"Y"THEN6010
6029 REM CLR-LGN
6030 PRINTCHR$(14):"          -LOUD OALKER"
6039 REM CRD
6040 PRINT"IN THE PLANET ALTAIR LIVE LIVES A TRIBE"
6050 PRINT"OF BRAVE CAVEMEN CALLED -LOUD OALKERS"
6060 PRINT"WHO USE THE SEMI-INTELLIGENT LIFE -LOUD"
6070 PRINT"TO HUNT DINASAURS. THESE CLOUDS ARE VERY"
6080 PRINT"DANGEROUS AND ONLY HALF TAMED."
6090 PRINT"WHEN RELEASED THEY ALWAYS HOME IN ON THE"
6099 REM CRU
6100 PRINT"CAVEMAN AND HE USES THIS HABIT TO "
6110 PRINT"CAPTURE THE DINASAURS. THIS IS ACHIEVED "
6120 PRINT"BY MAKING THE CLOUD TOUCH THE DINASAUR."
6130 PRINT"IT TELEPORTS THE DINASAUR BACK TO THE"
6140 PRINT"NEST OF THE CLOUD. THE CAVEMANS TRIBE "
6150 PRINT"IS CAMPED NEARBY TO CAPTURE THEM."
6160 PRINT"IF THE CLOUD TOUCHES THE CAVEMAN HE WILL"
6169 REM CRU
6170 PRINT"LOSE ENERGY POINTS. IF THESE GO DOWN TO"
6180 PRINT"1 THEN HE DIES. IF A DINASAUR HITS THE"
6190 PRINT"CAVEMAN HE HAS ARMURED SKIN SO HE ONLY"
6200 PRINT"LOSES ENERGY POINTS."

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6204 REM CRD-RVS OFF
6205 PRINT"ONLY THE CRACKLE OF RADIATION IS HEARD."
6209 REM CRD-RVS OFF
6210 PRINT"PRESS SPACE TO CONTINUE"
6220 GETA$:IFA$(>)" THEN6220
6229 REM CLR-CRD
6230 PRINT"THE BRONTOSAUR TAKE SPECIAL TELEPORTING"
6240 PRINT"IT HAS A SECONDRY BRAIN NEAR ITS BASE"
6250 PRINT"AND NEEDS TO BE TELEPORTED IN TWO PARTS"
6260 PRINT"OR POINTS ARE LOST.IHE REAR OR FRONT"
6270 PRINT"CAN MOVE INDEPENDENT OF THE OTHER"
6279 REM CRD
6280 PRINT"ONTOLL=JOYSTICK PORT#2 ALL 8 DIRECTIONS"
6290 PRINT"UT BEWARE THE CLOUD CAN TELEPORT"
6300 PRINT"ITSELF AND CATCH YOU UNAWARES."
6310 PRINT"WARNING#2 ALL PLANT LIFE IS STICKY AND"
6320 PRINT"CAN SLOW THE CAVEMAN DOWN AND SOMTIMES"
6330 PRINT"LELEPORT HIM FROM RESIDUAL CONTACT WITH"
6340 PRINT"THE CLOUD.IHE PLANTS CAUSE THE CLOUD"
6350 PRINT"TO ALSO BEHAVE STRANGLY"
6354 REM CRD
6355 PRINT"ACH NEW SCREEN IS FASTER THAN THE LAST"
6359 REM CRD-RVS OFF
6360 PRINT"PRESS SPACE KEY TO CONTINUE"
6370 GETA$:IFA$(>)" THEN6370
6380 PRINTCHR$(142):RETURN
8999 REM BELL
9000 S=54272:POKES+1,130:POKES+5,9:POKES+15,30:POKES+24,15:FORL8=0TO1:POKES+4,21
9010 FORU7=1TO150:NEXT:POKES+4,20:FORU8=1TO20:NEXT
9015 FORU8=STOS+24:POKEU8,0:NEXT:RETURN
10000 DATA 120, 169, 49, 141, 20, 3, 169, 192, 141, 21
10010 DATA 3, 88, 169, 0, 141, 2, 208, 169, 148, 141.
10020 DATA 3, 208, 169, 106, 141, 4, 208, 169, 130, 141
10030 DATA 6, 208, 162, 80, 142, 5, 208, 142, 7, 208
10040 DATA 162, 208, 142, 12, 208, 142, 9, 208, 96, 238
10050 DATA 2, 208, 206, 6, 208, 206, 4, 208, 238, 15
10060 DATA 208, 238, 8, 208, 238, 8, 208, 173, 80, 194
10070 DATA 201, 8, 144, 28, 169, 31, 141, 253, 143, 169
10080 DATA 28, 141, 249, 143, 169, 34, 141, 250, 143, 169
10090 DATA 36, 141, 251, 143, 169, 27, 141, 252, 143, 76
10100 DATA 239, 192, 162, 30, 142, 253, 143, 169, 29, 141
10110 DATA 249, 143, 169, 35, 141, 250, 143, 169, 37, 141
10120 DATA 251, 143, 169, 26, 141, 252, 143, 169, 30, 141
10130 DATA 253, 143, 169, 23, 141, 254, 143, 169, 22, 141
10140 DATA 255, 143, 76, 239, 192, 234, 234, 234, 169, 255
10150 DATA 141, 28, 208, 169, 12, 141, 32, 208, 169, 15
10160 DATA 141, 33, 208, 169, 14, 141, 34, 208, 169, 15
10170 DATA 141, 35, 208, 169, 7, 141, 36, 208, 169, 8
10180 DATA 141, 37, 208, 169, 9, 141, 38, 208, 169, 2
10190 DATA 141, 39, 208, 141, 40, 208, 141, 41, 208, 141
10200 DATA 42, 208, 141, 43, 208, 141, 44, 208, 141, 45
10210 DATA 208, 141, 46, 208, 169, 255, 141, 21, 208, 169
10220 DATA 230, 141, 1, 208, 169, 22, 141, 0, 208, 169
10230 DATA 14, 141, 248, 143, 76, 0, 192, 234, 234, 173
10240 DATA 2, 208, 201, 255, 240, 3, 76, 9, 193, 238
10250 DATA 2, 208, 173, 16, 208, 73, 130, 141, 16, 208
10260 DATA 234, 234, 234, 234, 234, 173, 16, 208, 41, 2
10270 DATA 201, 2, 240, 3, 76, 42, 193, 173, 2, 208
10280 DATA 201, 255, 240, 3, 76, 42, 193, 206, 2, 208
10290 DATA 169, 124, 45, 16, 208, 141, 16, 208, 141, 14
10300 DATA 208, 234, 173, 8, 208, 201, 254, 208, 8, 169

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10310 DATA 16, 13, 16, 208, 141, 16, 208, 234, 173, 16
 10320 DATA 208, 41, 16, 201, 16, 208, 21, 234, 173, 8
 10330 DATA 208, 201, 96, 208, 13, 169, 0, 141, 8, 208
 10340 DATA 169, 111, 45, 16, 208, 141, 16, 208, 206, 4
 10350 DATA 208, 206, 6, 208, 174, 0, 220, 172, 0, 220
 10360 DATA 138, 41, 1, 208, 3, 76, 142, 193, 173, 80
 10370 DATA 194, 41, 8, 208, 8, 169, 14, 141, 248, 143
 10380 DATA 76, 132, 193, 169, 15, 141, 248, 143, 169, 230
 10390 DATA 205, 1, 208, 240, 3, 238, 1, 208, 138, 41
 10400 DATA 2, 208, 3, 76, 180, 193, 173, 80, 194, 41
 10410 DATA 8, 208, 8, 169, 16, 141, 248, 143, 76, 170
 10420 DATA 193, 169, 17, 141, 248, 143, 169, 56, 205, 1
 10430 DATA 208, 240, 3, 206, 1, 208, 138, 41, 8, 201
 10440 DATA 8, 240, 63, 173, 80, 194, 201, 8, 16, 8
 10450 DATA 169, 20, 141, 248, 143, 76, 207, 193, 169, 21
 10460 DATA 141, 248, 143, 238, 0, 208, 173, 0, 208, 201
 10470 DATA 255, 208, 11, 173, 16, 208, 9, 1, 141, 16
 10480 DATA 208, 238, 0, 208, 173, 16, 208, 41, 1, 201
 10490 DATA 1, 208, 13, 173, 0, 208, 201, 65, 240, 3
 10500 DATA 76, 250, 193, 206, 0, 208, 138, 41, 4, 201
 10510 DATA 4, 240, 68, 173, 80, 194, 201, 8, 16, 8
 10520 DATA 169, 18, 141, 248, 143, 76, 21, 194, 169, 19
 10530 DATA 141, 248, 143, 206, 0, 208, 173, 0, 208, 201
 10540 DATA 255, 208, 11, 173, 16, 208, 41, 254, 141, 16
 10550 DATA 208, 206, 0, 208, 234, 234, 234, 234, 234, 173
 10560 DATA 16, 208, 41, 1, 201, 1, 240, 13, 173, 0
 10570 DATA 208, 201, 21, 240, 3, 76, 69, 194, 238, 0
 10580 DATA 208, 173, 2, 208, 41, 8, 141, 80, 194, 76
 10590 DATA 81, 194, 8, 173, 18, 208, 41, 4, 201, 4
 10600 DATA 240, 122, 234, 234, 234, 234, 234, 234, 24, 173
 10610 DATA 0, 208, 205, 12, 208, 234, 234, 240, 11, 176
 10620 DATA 6, 206, 12, 208, 76, 118, 194, 238, 12, 208
 10630 DATA 24, 173, 1, 208, 205, 13, 208, 240, 11, 176
 10640 DATA 6, 206, 13, 208, 76, 138, 194, 238, 13, 208
 10650 DATA 173, 16, 208, 41, 1, 201, 1, 240, 16, 173
 10660 DATA 16, 208, 41, 191, 141, 16, 208, 234, 234, 234
 10670 DATA 234, 234, 76, 181, 194, 173, 16, 208, 9, 64
 10680 DATA 141, 16, 208, 234, 234, 234, 234, 234, 234, 234
 10690 DATA 234, 234, 234, 24, 173, 6, 208, 201, 128, 16
 10700 DATA 10, 176, 16, 169, 23, 141, 254, 143, 76, 212
 10710 DATA 194, 169, 24, 141, 254, 143, 76, 212, 194, 169
 10720 DATA 25, 141, 254, 143, 173, 31, 208, 170, 234, 234
 10730 DATA 41, 1, 201, 1, 240, 3, 76, 23, 195, 152
 10740 DATA 41, 1, 201, 1, 208, 6, 32, 37, 196, 206
 10750 DATA 1, 208, 152, 41, 2, 201, 2, 208, 6, 32
 10760 DATA 37, 196, 238, 1, 208, 152, 41, 4, 201, 4
 10770 DATA 208, 6, 234, 234, 234, 206, 0, 208, 152, 41
 10780 DATA 8, 201, 8, 208, 6, 234, 234, 234, 238, 0
 10790 DATA 208, 234, 234, 234, 234, 234, 234, 138, 234, 234
 10800 DATA 41, 64, 201, 64, 240, 3, 76, 93, 195, 152
 10810 DATA 41, 1, 201, 1, 208, 6, 206, 13, 208, 206
 10820 DATA 13, 208, 152, 41, 2, 201, 2, 208, 6, 238
 10830 DATA 13, 208, 238, 13, 208, 152, 41, 4, 201, 4
 10840 DATA 208, 6, 206, 12, 208, 206, 12, 208, 152, 41
 10850 DATA 8, 201, 8, 208, 6, 238, 12, 208, 238, 12
 10860 DATA 208, 238, 11, 208, 206, 10, 208, 234, 234, 234
 10870 DATA 173, 80, 194, 201, 8, 240, 6, 206, 11, 208
 10880 DATA 234, 234, 234, 173, 10, 208, 201, 1, 208, 38
 10890 DATA 173, 16, 208, 41, 32, 201, 32, 240, 16, 173
 10900 DATA 16, 208, 9, 32, 141, 16, 208, 169, 255, 141
 10910 DATA 10, 208, 76, 160, 195, 173, 16, 208, 41, 223


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10920 DATA 141, 16, 208, 169, 255, 141, 10, 208, 172, 30
10930 DATA 208, 152, 41, 1, 201, 1, 240, 42, 32, 88
10940 DATA 196, 152, 41, 64, 201, 64, 208, 29, 152, 41
10950 DATA 191, 168, 173, 21, 208, 140, 240, 3, 237, 240
10960 DATA 3, 141, 21, 208, 238, 64, 3, 173, 64, 3
10970 DATA 201, 255, 208, 3, 238, 65, 3, 76, 4, 196
10980 DATA 173, 66, 3, 201, 1, 240, 11, 206, 66, 3
10990 DATA 234, 234, 173, 21, 208, 208, 236, 234, 169, 234
11000 DATA 141, 21, 3, 169, 32, 141, 248, 143, 169, 50
11010 DATA 141, 5, 220, 160, 0, 200, 192, 255, 208, 251
11020 DATA 169, 33, 141, 248, 143, 76, 49, 234, 173, 21
11030 DATA 208, 201, 65, 240, 3, 76, 49, 234, 173, 18
11040 DATA 208, 141, 10, 208, 238, 5, 220, 169, 255, 141
11050 DATA 21, 208, 173, 18, 208, 141, 14, 208, 76, 49
11060 DATA 234, 160, 16, 136, 140, 24, 212, 169, 33, 141
11070 DATA 4, 212, 169, 190, 141, 5, 212, 169, 15, 141
11080 DATA 3, 212, 169, 63, 141, 2, 212, 192, 1, 208
11090 DATA 228, 169, 0, 141, 24, 212, 141, 4, 212, 141
11100 DATA 5, 212, 141, 3, 212, 141, 2, 212, 141, 24
11110 DATA 212, 96, 234, 234, 234, 140, 24, 212, 169, 33
11120 DATA 141, 4, 212, 169, 190, 141, 5, 212, 169, 15
11130 DATA 141, 3, 212, 169, 63, 141, 2, 212, 234, 234
11140 DATA 234, 234, 169, 0, 141, 24, 212, 141, 4, 212
11150 DATA 141, 5, 212, 141, 3, 212, 141, 2, 212, 141
11160 DATA 24, 212, 96, 254, 255, 255, 255, 254
29989 REM#####U-D-G'S DATA#####
30000 DATA3,255,127,3,63,3,63,255
30001 DATA58,215,174,222,126,121,90,4
30002 DATA153,219,126,189,219,126,60,24
30003 DATA189,126,189,126,189,126,189,126
30004 DATA24,24,153,126,255,126,24,24
30005 DATA3,14,53,255,255,53,14,3
30006 DATA255,119,119,255,255,119,119,255
30007 DATA192,112,76,255,255,76,112,192
30008 DATA8,25,155,219,219,255,255,255
30009 DATA128,161,162,170,170,170,255,255
30010 DATA24,60,90,153,255,153,153,255
30011 DATA195,255,195,255,255,195,255,195
30012 DATA255,153,153,255,153,90,60,24
30013 DATA1,3,7,7,63,127,255,7
30014 DATA128,192,224,224,224,220,254,255
30015 DATA255,127,63,7,7,7,3,1
30016 DATA255,254,252,224,224,224,192,128
30017 DATA128,129,129,169,173,173,255,255
30018 DATA254,192,252,240,192,254,192,255
30135 DATA255,255,255,253,253,163,163,131
30140 DATA255,253,189,189,157,155,139,136
30410 REM#####SPRITE DATA(14)#####
40000 REM CAVEMAN FRONT#1
40001 DATA2,170,0,2,86,0,9
40002 DATA17,128,1,85,40,0,68
40003 DATA40,0,16,8,5,213,72
40004 DATA21,245,88,17,253,24,19
40005 DATA255,4,19,255,8,3,255
40006 DATA8,3,119,8,0,68,8
40007 DATA0,132,0,2,136,0,2
40008 DATA138,0,0,10,0,0,0
40009 DATA0,0,0,0,0,0,0
40010 REM CAVEMAN FRONT#2
40011 DATA2,170,0,2,86,0,9
40012 DATA17,138,1,85,10,0,68

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40013 DATA2,0,16,2,5,213,66
 40014 DATA5,245,81,17,253,22,19
 40015 DATA255,2,67,255,2,3,255
 40016 DATA2,3,119,0,0,68,0
 40017 DATA0,72,0,0,138,0,2
 40018 DATA138,0,2,128,0,0,0
 40019 DATA0,0,0,0,0,0,0
 40020 REM CAVEMAN BACK#1
 40021 DATA2,170,0,2,170,0,9
 40022 DATA169,128,1,169,40,0,100
 40023 DATA40,0,84,8,5,93,84
 40024 DATA21,125,88,17,253,8,19
 40025 DATA255,8,19,255,8,3,255
 40026 DATA8,3,119,0,0,68,0
 40027 DATA0,132,0,2,136,0,2
 40028 DATA138,0,0,10,0,0,0
 40029 DATA0,0,0,0,0,0,0
 40030 REM CAVEMANBACK#2
 40031 DATA2,170,0,2,170,0,9
 40032 DATA169,128,1,169,0,0,100
 40033 DATA40,0,84,40,5,93,72
 40034 DATA5,125,88,5,255,24,7
 40035 DATA255,4,7,255,8,7,255
 40036 DATA8,3,119,8,0,68,0
 40037 DATA0,72,0,0,138,0,2
 40038 DATA138,0,2,128,0,0,0
 40039 DATA0,0,0,0,0,0,0
 40500 REM CAVE FACE LEFT#1
 40501 DATA0,168,0,160,88,0,160
 40502 DATA24,0,161,88,0,32,88
 40503 DATA0,32,16,0,21,213,0
 40504 DATA37,245,64,32,252,64,32
 40505 DATA252,64,32,252,64,35,252
 40506 DATA0,33,252,0,1,16,0
 40507 DATA2,22,0,10,6,0,10
 40508 DATA2,0,0,2,0,0,0
 40509 DATA0,0,0,0,0,0,0
 40510 REM MAN LEFT#2
 40511 DATA160,168,0,160,88,0,160
 40512 DATA88,0,33,88,0,32,88
 40513 DATA0,32,16,0,33,213,0
 40514 DATA21,245,64,36,252,64,32
 40515 DATA252,64,32,253,0,35,252
 40516 DATA0,1,252,0,5,16,0
 40517 DATA4,16,0,8,32,0,40
 40518 DATA160,0,40,160,0,0,0
 40519 DATA0,0,0,0,0,0,0
 40520 REM MAN RIGHT#1
 40521 DATA2,160,160,2,80,160,2
 40522 DATA64,160,2,84,128,2,80
 40523 DATA128,0,80,128,5,213,64
 40524 DATA21,245,128,17,252,128,19
 40525 DATA252,128,19,252,128,3,252

40526 DATA128,3,252,0,3,252,0
 40527 DATA37,20,0,36,20,0,32
 40528 DATA4,0,32,10,0,0,10
 40529 DATA0,0,0,0,0,0,0
 40530 REM MAN RIGHT#2
 40531 DATA2,160,0,2,80,160,2
 40532 DATA80,160,2,84,160,2,80
 40533 DATA128,0,80,128,5,212,128
 40534 DATA21,245,64,17,253,128,19
 40535 DATA252,128,7,252,128,3,252
 40536 DATA128,3,252,128,3,252,0
 40537 DATA1,20,0,1,5,0,2
 40538 DATA2,0,2,130,128,2,130
 40539 DATA128,0,0,0,0,0,0
 41000 REM TOKEN
 41001 DATA0,0,0,0,0,0,0
 41002 DATA0,0,0,63,0,0,231
 41003 DATA192,0,229,240,3,153,124
 41004 DATA15,185,124,10,254,124,15
 41005 DATA185,124,3,153,124,0,229
 41006 DATA240,0,231,192,0,63,0
 41007 DATA0,0,0,0,0,0,0
 41008 DATA0,0,0,0,0,0,0
 41009 DATA0,0,0,0,0,0,0
 41010 REM CLOUD #1
 41011 DATA0,0,0,3,0,0,15
 41012 DATA192,0,15,195,192,63,195
 41013 DATA240,255,3,255,255,190,255
 41014 DATA14,170,176,1,149,64,0
 41015 DATA255,0,3,239,64,13,255
 41016 DATA112,254,85,191,255,3,255
 41017 DATA63,3,252,60,3,252,0
 41018 DATA15,240,0,12,192,0,0
 41019 DATA0,0,0,0,0,0,0
 41020 REM CLOUD#2
 41021 DATA0,0,0,3,0,0,10
 41022 DATA240,0,15,240,192,63,240
 41023 DATA240,255,192,255,15,125,255
 41024 DATA1,85,127,2,98,176,0
 41025 DATA194,192,15,195,0,254,207
 41026 DATA128,253,170,112,255,15,255
 41027 DATA63,15,252,60,63,252,0
 41028 DATA63,240,0,60,192,0,0
 41029 DATA0,0,0,0,0,0,0
 41030 REM CLOUD#3
 41031 DATA0,0,0,3,240,0,15
 41032 DATA252,0,15,252,0,63,252
 41033 DATA0,15,240,0,3,125,255
 41034 DATA1,85,127,2,110,191,15
 41035 DATA192,252,255,3,192,254,255
 41036 DATA128,253,170,64,60,63,240
 41037 DATA60,63,255,0,255,252,0
 41038 DATA255,192,0,240,0,0,0
 41039 DATA0,0,0,0,0,0,0
 42000 REM RIGHT MONSTER#1
 42001 DATA0,3,71,0,0,116,60
 42002 DATA3,207,255,3,252,252,48
 42003 DATA127,240,51,240,243,51,240
 42004 DATA243,63,208,243,255,80,243
 42005 DATA245,112,243,213,64,255,85
 42006 DATA0,253,85,0,255,253,0



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42007 DATA63,223,64,15,3,208,15
42008 DATA192,252,0,0,0,0,0
42009 DATA0,0,0,0,0,0,0,0
42010 REM RIGHT MONSTER#2
42011 DATA48,3,71,252,0,116,255
42012 DATA3,207,252,3,255,240,16
42013 DATA124,240,19,240,241,51,240
42014 DATA241,63,208,243,255,80,243
42015 DATA245,112,243,213,64,255,85
42016 DATA192,253,85,0,255,253,192
42017 DATA63,223,112,0,240,60,0
42018 DATA252,63,0,0,0,0,0
42019 DATA0,0,0,0,0,0,0,0
50000 REM STEGA-SAURUS#1
50001 DATA0,0,0,0,0,0,0
50002 DATA0,0,0,0,68,0,0
50003 DATA204,0,0,204,0,0,213
50004 DATA0,0,196,0,0,213,0
50005 DATA0,80,0,0,80,0,4
50006 DATA80,0,68,80,0,68,240
50007 DATA4,71,240,4,95,240,5
50008 DATA127,208,69,255,208,87,85
50009 DATA80,127,64,192,0,240,240,0
50010 REM STEGA-SAURUS#2
50011 DATA0,0,0,0,0,0,0
50012 DATA0,0,0,0,68,0,0
50013 DATA204,0,0,204,0,0,212
50014 DATA0,0,213,0,0,213,0
50015 DATA0,80,0,0,80,0,4
50016 DATA80,0,68,80,0,69,112
50017 DATA4,71,240,4,95,240,5
50018 DATA127,208,69,255,208,87,221
50019 DATA16,124,112,48,0,60,60,0
50020 REM TYRAN#1
50021 DATA0,240,0,15,60,0,0
50022 DATA252,0,15,252,0,0,60
50023 DATA0,0,60,0,0,116,0
50024 DATA53,116,3,15,116,3,48
50025 DATA215,1,0,215,1,0,117
50026 DATA193,0,117,193,0,29,125
50027 DATA0,63,255,0,15,255,0
50028 DATA15,240,0,15,252,0,15
50029 DATA60,0,63,12,0,255,60,0
50030 REM TYRAN#2
50031 DATA0,240,0,3,60,0,15
50032 DATA252,0,0,252,0,15,60
50033 DATA0,0,60,0,0,116,0
50034 DATA0,84,48,63,84,48,15
50035 DATA247,60,48,215,12,0,117
50036 DATA205,0,117,193,0,29,125
50037 DATA0,63,255,0,15,255,0
50038 DATA15,252,0,15,252,0,63
50039 DATA60,0,252,252,3,240,240,0
50040 REM BONES#1
50041 DATA0,168,0,0,32,0,0
50042 DATA136,0,0,32,0,0,32
50043 DATA0,42,170,160,0,32,0
50044 DATA2,170,0,0,32,0,0
50045 DATA168,0,0,32,0,2,170
50046 DATA0,2,170,0,0,168,0
50047 DATA0,136,0,0,136,0,0
50048 DATA136,0,2,138,0,0,0
50049 DATA0,0,0,0,0,0,0,0
50050 REM BONES#2
50051 DATA0,168,0,0,32,0,32
50052 DATA136,32,8,32,128,2,34
50053 DATA0,0,168,0,0,32,0
50054 DATA2,170,0,0,32,0,0
50055 DATA168,0,0,32,0,2,170
50056 DATA0,2,170,0,0,168,0
50057 DATA0,136,0,0,136,0,2
50058 DATA2,0,10,2,128,0,0
50059 DATA0,0,0,0,0,0,0,0
50060 REM BRONTO#1,FRONT
50061 DATA15,0,0,51,0,0,255
50062 DATA0,0,63,0,0,207,0
50063 DATA0,3,192,0,3,240,3
50064 DATA0,252,15,0,63,63,0
50065 DATA15,255,0,3,255,0,0
50066 DATA255,0,0,255,0,0,63
50067 DATA0,0,63,0,0,252,0
50068 DATA3,240,0,15,192,0,15
50069 DATA0,0,63,0,0,63,0,0
50070 REM BRONTO#2,FRONT
50071 DATA3,192,0,12,192,0,15
50072 DATA192,0,63,192,0,63,192
50073 DATA0,3,240,0,0,252,3
50074 DATA0,63,15,0,15,255,0
50075 DATA15,255,0,3,255,0,0
50076 DATA255,0,0,255,0,0,63
50077 DATA0,0,63,0,0,252,0
50078 DATA0,240,0,0,240,0,3
50079 DATA192,0,3,192,0,3,192,0
50080 REM BRONTO BACK#1
50081 DATA0,0,0,0,0,0,0
50082 DATA0,0,0,0,0,0,0
50083 DATA0,0,0,0,240,0,0
50084 DATA248,0,0,254,0,0,255
50085 DATA128,0,255,224,0,253,248
50086 DATA0,247,126,0,223,223,128
50087 DATA127,247,224,255,192,248,63
50088 DATA0,248,15,0,224,15,2
50089 DATA128,63,10,0,63,2,128,0
50090 REM BRONTO BACK#2
50091 DATA0,0,0,0,0,0,0
50092 DATA0,0,0,0,0,0,0
50093 DATA0,0,0,0,240,0,0
50094 DATA248,0,0,254,0,0,255
50095 DATA128,0,255,224,0,253,248
50096 DATA0,247,126,0,223,223,128
50097 DATA127,247,224,255,192,248,15
50098 DATA192,248,3,192,224,3,195
50099 DATA128,15,206,0,15,232,0,0
READY.

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J. Hillman

The object of the mission is to enter a house and rescue a prisoner.

You may capture a guard and leave him in place of the prisoner. Beware of electrified rooms where you could be electrocuted.

There are various objects in the rooms which you can collect and carry around. You may drop any or all of these items in any room at any time.

There is a chief guard who roams around the house and can appear anywhere, he can arrest you if you are not carrying any objects but you can kill him if you have a weapon.

You can enter the house at the entrance but will not be able to return the same way.

There is a secret room with a trap door where you may escape with the prisoner but beware of a trap.

There is also a dark room where you may not be able to see the exits unless you have a light.

At any time you can ask for help if you get into difficulty. You can ask for instructions at the start if you so wish.

The program is divided into sections by REMS so that you can adapt it to other computers.

```

1 REM *****
2 REM *
3 REM *      RESCUE
4 REM *
5 REM *      BY J.HILLMAN
6 REM *
7 REM *****
8 POKE53280,2:POKE53281,7
9 REM BLK
10 PRINT"DO YOU WANT INSTRUCTIONS?"
20 GET A$:IF A$="" THEN 20
30 IF A$="Y" THEN GOSUB4000
90 REM**SET UP ARRAYS FOR RESPONSES**
100 DIM R$(19),R(19)
110 FOR K=1 TO 19:READ R$(K),R(K):NEXT
120 DATA LIGHT,6,INVENTORY,8,KILL,11,SHOOT,11,HELP,9,GET,2,PUT,3,CARRY,2
130 DATA TAKE,2,PULL,4,DROP,3,PRESS,10,QUIT,7,UNLOCK,5,EMPTY,12
140 DATA NORTH,1,EAST,1,SOUTH,1,WEST,1
150 REM**SET UP ARRAYS FOR OBJECTS**
160 READ NB
170 DIM OB(NB),OB$(NB),SI$(NB)
180 FOR I=1 TO NB:READ OB(I),OB$(I),SI$(I):NEXT
190 DATA 19,3,WHIP,A WHIP LIES ON GROUND
200 DATA 8,CHEST,A LOCKED CHEST OF GOLD COINS IS ON FLOOR
210 DATA 7,KNIFE,A KNIFE LIES ON THE TABLE
220 DATA 13,GUARD,GUARD HERE
230 DATA 11,BAG,A BAG HANGS ON THE WALL
240 DATA 17,SWORD,A SWORD IS IN THE CUPBOARD
250 DATA 9,ROOM,BEWARE DANGER HERE
260 DATA 24,TRAP-DOOR,TRAP DOOR IS IN FLOOR
270 DATA 10,AXE,AXE IS HERE
280 DATA 1,GUN,GUN IS HERE
290 DATA 16,KEYS,KEYS ARE HANGING HERE
300 DATA 5,LAMP,YOU SEE A LAMP
310 DATA 0,GUARD,CHIEF GUARD WILL ARREST YOU
320 DATA 2,NET,NET IS HERE
330 DATA 24,BUTTON,BUTTON OPERATES TRAP-DOOR
340 DATA 6,LEVER,LEVER CUTS OFF ELECTRICITY SUPPLY
350 DATA 15,PRISONER,PRISONER IS HERE
360 DATA 14,ROOM,BEWARE DANGER HERE
365 DATA 0,JEWEL,JEWEL IS HERE
370 REM START POSITION
380 L=1
390 GOTO430
400 REM**FIND LOCATION**
405 REM CLR

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410 PRINT "J"
420 IF INT(RND(1)*15+1)=1 AND CG=0 THEN OB(13)=L:CG=1
430 IFL<11 THEN ON L GOSUB 3130,3160,3190,3220,3250,3280,3310,3340,3370,3400:GOTO 470
440 IFL<20 THEN ON L-10 GOSUB 3430,3460,3490,3520,3550,3580,3610,3640,3670:GOTO 470
450 IF L<26 THEN ON L-19 GOSUB 3700,3730,3760,3790,3820
460 REM**TO PRINT OBJECT IN APPROPRIATE POSITION**
470 FOR I=1 TO NB:IF OB(I)=L THEN PRINTS I*(I)
480 NEXT
490 REM**DISPLAY DIRECTION**
499 REM RED BLU
500 IF L<>18 OR(LA=1 AND OB(12)=-1) THEN PRINT:PRINT "YOU CAN GO":GOTO 520
510 GOTO 570
520 IF N>0 THEN PRINTTAB(11):"NORTH"
530 IF E>0 THEN PRINTTAB(11):"EAST"
540 IF S>0 THEN PRINTTAB(11):"SOUTH"
550 IF W>0 THEN PRINTTAB(11):"WEST"
560 REM**INSTRUCTIONS**
569 REM WHT BLU
570 PRINT:INPUT "WHAT NOW":I#
580 GOSUB 3010
590 IF OB(13)=L AND I<>11 THEN I=60
600 REM**FIND OPTION**
610 IF I=0 THEN GOTO 630
620 ON I GOTO 1010,1150,1240,1310,1460,1560,1410,1080,1750,1340,1620,1000
630 PRINT:PRINT "I DON'T KNOW HOW TO ":I:GOTO 470
1000 REM**MOVEMENT ROUTINE**
1010 IF I#="N" AND N>0 THEN L=L-6:GOTO 410
1020 IF I#="E" AND E>0 THEN L=L+1:GOTO 410
1030 IF I#="S" AND S>0 THEN L=L+6:GOTO 410
1040 IF I#="W" AND W>0 THEN L=L-1:GOTO 410
1050 REM**IF NO LOCATION POSSIBLE IN DIRECTION**
1060 PRINT:PRINT "SORRY-YOU CAN'T GO THAT WAY":GOTO 430
1070 REM**INVENTORY**
1079 REM RED BLU
1080 PRINT "YOU HAVE":IN=0
1090 FOR G=1 TO NB
1100 IF OB(G)=-1 THEN PRINTTAB(10)OB*(G):IN=IN+1
1110 NEXT
1120 IF IN=0 THEN PRINT "NO OBJECTS HERE"
1130 GOTO 430
1140 REM**GET**
1150 FOR G=1 TO NB
1160 IF N#="LEFT"(OB*(G),LEN(N#)) THEN I180
1170 NEXT
1180 PRINT "I DON'T UNDERSTAND ":N# :GOTO 430
1190 IF OB(G)=-1 THEN PRINT "YOU'VE GOT IT":GOTO 430
1200 IF OB(G)<>L THEN PRINT "IT ISN'T HERE":GOTO 430
1209 REM PUR YEL
1210 PRINT "O.K.":OB(G)=-1
1220 GOTO 430
1230 REM**DROP**
1240 FOR G=1 TO NB
1250 IF N#="LEFT"(OB*(G),LEN(N#)) THEN I270
1260 NEXT:PRINT "I DON'T UNDERSTAND ":N# :GOTO 430
1270 IF OB(G)<>-1 THEN PRINT "YOU HAVEN'T GOT IT":GOTO 430
1280 PRINT "O.K.":OB(G)=L
1290 GOTO 430
1300 REM**PULL**
1310 IN=0:IF N#="LEFT"("LEVER",LEN(N#)) THEN IN=1
1320 IF IN=1 AND L=6 THEN PRINT "ELECTRICITY IS CUT OFF":GOTO 430
1330 REM**PRESS**
1340 IN=0:IF N#="LEFT"("BUTTON",LEN(N#)) THEN IN=1
1350 IF IN=1 AND L<>24 THEN PRINT "NOTHING HAPPENS":GOTO 430
1360 IF IN<>1 THEN PRINT "YOU CAN'T PRESS THAT":GOTO 430
1370 IF OB(17)=-1 THEN I400
1380 PRINT "YOU DROWN IN A PIT":GOTO 1410
1390 REM**END OF RESCUE
1400 PRINT "WELL DONE, YOU'VE COMPLETED THE RESCUE"
1410 PRINT:PRINT "DO YOU WANT ANOTHER GAME (Y/N)?"
1420 GET A#:IF A#<>"Y" AND A#<>"N" THEN I420
1430 IF A#="Y" THEN RUN
1439 REM CLR-LBL
1440 PRINT "POKE 53280,10:END"
1450 REM**UNLOCK**
1460 IN=0:IF N#="LEFT"("CHEST",LEN(N#)) THEN IN=1
1470 IF IN<>1 THEN PRINT "YOU CAN'T DO THAT":GOTO 430
1480 IF OB(2)<>-1 THEN G=2:GOTO 1270
1490 IF CH=1 THEN PRINT "IT IS UNLOCKED":GOTO 430
1500 CH=1:PRINT "O.K.":GOTO 430
1550 REM**LIGHT**
1560 IN=0:IF N#="LEFT"("LAMP",LEN(N#)) THEN IN=1
1570 IF IN<>1 THEN PRINT "YOU CAN'T DO THAT":GOTO 430
1580 IF OB(12)<>-1 THEN G=12:GOTO 1270

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1590 IF LA=1 THEN PRINT "IT'S ALREADY LIT":GOTO430
1600 LA=1:PRINT "O.K.":GOTO430
1610 REM**SHOOT**
1620 IF OB(10)<>-1 THEN PRINT "WITH WHAT?":GOTO420
1630 IF OB(13)<>-1 THEN PRINT V$: " WHO?":GOTO420
1640 PRINT " YOU KILLED THE ":OB$(13):OB(13)=0:GOTO430
1650 REM**CHIEF GUARD**
1660 IN=0:OB(13)=0
1670 FOR K=1 TO NB
1680 IF OB(K)=-1 THEN IN=IN+1
1690 NEXT
1700 IF IN<>0 THEN 1720
1710 PRINT " AS YOU HAD NO OBJECTS HE ARRESTS YOU":GOTO1410
1720 K=INT(RND(1)*NB+1):IF OB(K)<>-1 THEN 1720
1730 PRINT "HE TAKES THE ":OB$(K): " AWAY FROM YOU":OB(K)=0:GOTO430
1740 REM**HELP**
1750 PRINT " YOU CAN KILL THE CHIEF GUARD BUT ONLY  CAPTURE A GUARD"
1760 PRINT " YOU MUST PULL THE LEVER TO SHUT OFF  THE ELECTRICITY"
1770 PRINT " YOU MUST HAVE THE LEVER AND KEYS WITH  YOU":
1780 PRINT " TO GET PRISONER":GOTO430
1790 REM***EMPTY***
1800 IN=0:IF N$=LEFT$("CHEST",LEN(N$)) THEN IN=1
1810 IF IN<>1 THEN PRINT " YOU CAN'T EMPTY THAT":GOTO430
1820 IF OB(2)<>-1 THEN G=1:GOTO1270
1830 PRINT " GOLD COINS ARE HERE":OB(19)=L:GOTO 470
3000 REM**CHECK INSTRUCTIONS**
3010 N$="" :FOR Z=1 TO LEN(I$):IF MID$(I$,Z,1)="" THEN I=Z:GOTO3030
3020 NEXT I=0
3030 IF I=0 THEN V$=I$:GOTO3060
3040 V$=LEFT$(I$,I-1)
3050 N$=MID$(I$,I+1)
3060 I=0
3070 FOR K=1 TO 19
3080 IF V$=LEFT$(R$(K),LEN(V$)) THEN I=R(K):I$=LEFT$(V$,1)
3090 NEXT
3100 RETURN
3120 REM LOCATION 1
3130 PRINT "YOU ARE AT THE ENTRANCE"
3140 N=0:E=1:S=1:W=0:RETURN
3150 REM LOCATION 2
3160 PRINT "YOU ARE IN THE HALL"
3170 N=0:E=1:S=1:W=0:RETURN
3180 REM LOCATION 3
3190 PRINT "YOU ARE IN THE MUSIC ROOM"
3200 N=0:E=1:S=1:W=1:RETURN
3210 REM LOCATION 4
3220 PRINT "YOU ARE IN THE WOOD CELLAR"
3230 N=0:E=1:S=1:W=1:RETURN
3240 REM LOCATION 5
3250 PRINT "YOU ARE IN THE WINE CELLAR"
3260 N=0:E=1:S=1:W=1:RETURN
3270 REM LOCATION 6
3280 PRINT "YOU ARE IN THE ELECTRICITY SUPPLY CELLAR"
3290 N=0:E=0:S=1:W=1:RETURN
3300 REM LOCATION 7
3310 PRINT "YOU ARE IN THE ANTE-ROOM"
3320 N=0:E=1:S=1:W=0:RETURN
3330 REM LOCATION 8
3340 PRINT "YOU ARE IN THE STUDY"
3350 N=1:E=1:S=1:W=1:RETURN

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KIDNAPPED

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3360 REM LOCATION 9
3370 PRINT"YOU ARE IN AN ELECTRIFIED ROOM"
3372 IF OB(16)<>-1THEN N=0:E=0:S=0:W=0
3374 IF OB(16)<>-1THENPRINT"YOU HAVE BEEN ELECTROCUTED":RETURN
3380 N=1:E=1:S=1:W=1:RETURN
3390 REM LOCATION 10
3400 PRINT"YOU ARE IN THE ARMOURY"
3410 N=1:E=1:S=1:W=1:RETURN
3420 REM LOCATION 11
3430 PRINT"YOU ARE IN THE KITCHEN"
3440 N=1:E=1:S=1:W=1:RETURN
3450 REM LOCATION 12
3460 PRINT"YOU ARE IN THE PANTRY"
3470 N=1:E=0:S=1:W=1:RETURN
3480 REM LOCATION 13
3490 PRINT"YOU ARE IN THE LIBRARY"
3500 N=1:E=1:S=1:W=1:RETURN
3510 REM LOCATION 14
3520 PRINT"YOU ARE IN AN ELECTRIFIED ROOM"
3522 IF OB(16)<>-1THEN N=0:E=0:S=0:W=0
3524 IF OB(16)<>-1THENPRINT"YOU HAVE BEEN ELECTROCUTED":RETURN
3530 N=1:E=1:S=1:W=1:RETURN
3540 REM LOCATION 15
3550 PRINT"YOU ARE IN THE STRONG ROOM WHICH IS LOCKED"
3552 IF OB(11)<>-1THEN N=0:E=0:S=0:W=0
3554 IF OB(11)<>-1THENPRINT"YOU ARE LOCKED IN":RETURN
3560 N=1:E=0:S=0:W=0:RETURN
3570 REM LOCATION 16
3580 PRINT"YOU ARE IN THE RADIO ROOM"
3590 N=1:E=1:S=1:W=0:RETURN
3600 REM LOCATION 17
3610 PRINT"YOU ARE IN THE GUARD ROOM"
3620 N=1:E=1:S=1:W=1:RETURN
3630 REM LOCATION 18
3640 PRINT"YOU ARE IN A DARK ROOM"
3645 IF OB(12)<>-1OR LA<>1THEN N=0:E=0:S=0:W=0
3650 IF OB(12)<>-1OR LA<>1THENPRINT"IT'S TOO DARK TO SEE THE EXITS":RETURN
3655 N=1:E=0:S=1:W=1:RETURN
3660 REM LOCATION 19
3670 PRINT"YOU ARE IN THE RED BEDROOM"
3680 N=1:E=1:S=0:W=0:RETURN
3690 REM LOCATION 20
3700 PRINT"YOU ARE IN THE BLUE BEDROOM"
3710 N=1:E=1:S=0:W=1:RETURN
3720 REM LOCATION 21
3730 PRINT"YOU ARE IN THE GREEN BEDROOM"
3740 N=0:E=1:S=0:W=1:RETURN
3750 REM LOCATION 22
3760 PRINT"YOU ARE IN THE WHITE BEDROOM"
3770 N=1:E=1:S=0:W=1:RETURN
3780 REM LOCATION 23
3790 PRINT"YOU ARE IN THE ORANGE BEDROOM"
3800 N=1:E=1:S=0:W=1:RETURN
3810 REM LOCATION 24
3820 PRINT"YOU ARE IN THE SECRET ROOM"
3830 N=1:E=0:S=0:W=1:RETURN
4000 REM**INSTRUCTIONS**
4010 PRINT:PRINTTAB(9)"INSTRUCTIONS FOR RESCUE"
4020 PRINT
4030 PRINT" THE OBJECT IS TO ENTER THE HOUSE AND RESCUE THE PRISONER"
4035 PRINT" ALSO CAPTURE THE GUARD AND PUT IN PLACE OF PRISONER"
4040 PRINT
4050 PRINT" THE COMPUTER UNDERSTANDS THE FOLLOWING COMMANDS:--"
4060 PRINTTAB(2)"CARRY,GET,PUT,TAKE,DROP,PULL"
4070 PRINTTAB(2)"UNLOCK,LIGHT,INVENTORY,KILL,SHOOT"
4080 PRINTTAB(2)"HELP,PRESS,QUIT,EMPTY"
4090 PRINT:PRINT" THE HEAD GUARD CAN APPEAR ANYWHERE"
4095 REM CRD
4100 PRINTTAB(6)"PRESS ANY KEY TO CONTINUE"
4110 GET A$:IF A$=""THEN4110
4120 RETURN
READY.

```

KIDNAPPED

80

REVERSI

```

10 REM >>>> *REVERSI* [v2] 21-01-85. A.St
arr. <<<<<
20 GOTO 800
30 LOCATE 1,16:PRINT">> MY MOVE <<":PEN
3:LOCATE 3,19:PRINT"Thinking...":PEN 1
40 S=0:T=X:H=0
50 FOR A=2 TO 9:FOR B=2 TO 9
60 IF A(A,B)<>233 THEN 210
70 Q=0
80 FOR C=-1 TO 1:FOR D=-1 TO 1
90 K=0:F=A:G=B
100 IF A(F+C,G+D)<>S THEN 130
110 K=K+1:F=F+C:G=G+D
120 GOTO 100
130 IF A(F+C,G+D)<>T THEN 150
140 Q=Q+K
150 NEXT D:NEXT C
160 IF A=2 OR A=9 OR B=2 OR B=9 THEN Q=Q*2
170 IF A=3 OR A=8 OR B=3 OR B=8 THEN Q=Q/2
180 IF (A=2 OR A=9)AND(B=3 OR B=8)OR(A=3 OR
A=8)AND(B=2 OR B=9) THEN Q=Q/2
190 IF Q<H OR (RND<0.3 AND Q=H) THEN 210
200 H=Q:M=A:N=B
210 NEXT B:NEXT A
220 IF H=0 AND R=0 THEN 730
230 IF H=0 THEN 250
240 GOSUB 620
250 GOSUB 400
260 LOCATE 3,19:PRINT" "
270 REM spaces above..-----

280 PRINT CHR$(7)
290 LOCATE 1,16:PRINT"> YOUR MOVE <":PEN
3:LOCATE 6,19:INPUT R:PEN 1
300 REM ENTER 0 TO PASS
310 S=X:T=0
320 IF R=0 THEN 380
330 IF R<11 OR R>88 THEN 260
340 R=R+11
350 M=INT(R/10)
360 N=R-10*M
370 GOSUB 620
380 GOSUB 400
390 GOTO 30
400 REM PRINT BOARD
410 C=0:H=0
420 LOCATE 4,2
430 PRINT"12345678":PRINT
440 FOR B=2 TO 9:PRINT B-1;
450 PEN 0
460 FOR D= 2 TO 9
470 IF A(B,D)=X THEN C=C+1:PEN 1
480 IF A(B,D)=0 THEN H=H+1:PEN 1
490 PRINT CHR$(A(B,D));
500 PEN 0
510 NEXT D
520 PEN 1
530 PRINT B-1

```

To play Reversi you must position one of your counters on the board at the end of the line of counters trapping at least one or more of the computers pieces between the counter you have just placed and one of your existing counters. On doing this all the computers pieces between are turned over and become yours. When the whole board is full and neither you nor the computer can move the player with most counters wins and the computer will ask to challenge you again.

Pieces are positioned by entering a two figure number, the first figure being the 'line' and the second, 'column'. Therefore to position a counter at grid reference B3 you would enter 63 as a whole number.



```

540 NEXT B
550 LOCATE 1,13:PRINT" 12345678"
560 LOCATE 1,20:PRINT"-----"
570 LOCATE 1,14:PRINT"-----"
580 LOCATE 5,24:PRINT"ME:";C;" "
590 LOCATE 4,22:PRINT"YOU:";H;" "
600 IF C=0 OR H=0 OR C+H=64 THEN 740
610 RETURN
620 FOR C=-1 TO 1:FOR D=-1 TO 1
630 F=M:G=N
640 IF A(F+C,G+D)<>S THEN 670
650 F=F+C:G=G+D
660 GOTO 640
670 IF A(F+C,G+D)<>T THEN 710
680 A(F,G)=T
690 IF M=F AND N=G THEN 710
700 F=F-C:G=G-D:GOTO 680
710 NEXT D:NEXT C
720 RETURN
730 GOSUB 400
740 LOCATE 1,16
750 IF C>H THEN PRINT " I WIN! "
760 IF H>C THEN PRINT " YOU WIN! "
770 IF H=C THEN PRINT " IT'S A DRAW! "
780 LOCATE 2,18:PRINT"Another game ":LOCAT
E 1,19:PRINT" ":LOCATE 3,19:P
RINT "(Y/N)";" ";:INPUT G$:IF G$="Y"OR G$
="y" THEN RUN
790 CALL 0
800 MODE 0
810 X=230:O=231
820 DIM A(10,10)
830 FOR B= 1 TO 10:FOR C=1 TO 10
840 IF B<>1 AND C<>1 AND B<>10 AND C<>10 T
HEN A(B,C)=233
850 NEXT C:NEXT B
860 A(5,5)=X:A(6,6)=X
870 A(6,5)=O:A(5,6)=O
880 P=0
890 INK 0,9:INK 1,26:INK 2,0:INK 3,6,3:PAP
ER 0:PEN 2:CLS:BORDER 9
900 LOCATE 6,1:PRINT"*REVERSI*":PEN 1
910 LOCATE 3,7:PRINT"DO YOU WANT THE":LOCA
TE 6,9:PRINT"FIRST MOVE"
920 LOCATE 2,16: PRINT"(Y)-YES or (N)-NO":
LOCATE 1,24
930 INPUT W$
940 CLS
950 LOCATE 5,10:PRINT"YOU PLAY WITH":LOCAT
E 4,13:PRINT"WHITE COUNTERS"
960 FOR F=1 TO 4000:NEXT F
970 MODE 1:BORDER 0:PAPER 2:CLS:WINDOW 12,
26,1,25:PLOT 175,1:DRAW 175,399:DRAW 400,3
99:DRAW 400,1:DRAW 175,1
980 GOSUB 400
990 IF W$="Y"OR W$="y" THEN GOTO 260
1000 GOTO 30

```

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REVERSI

KITCHEN KAPERS

PROGRAM LISTING 2

85

```
10 MODE7:PRINTTAB(15,12);"PLEASE WAIT"
20 M%=&6C00
30 FORA%=0TO217
40 C%=0
50 FORB%=0TO15
60 READ D$
70 DX=EVAL("&"+D$)
80 C%=C%+DX
90 M%?B%=DX
100 NEXT
110 READ C$
120 IF EVAL("&"+C$)<>C% THEN VDU7:PRINT" TYPING ERROR IN LINE ";1000+A%*10:END
130 M%=M%+16
140 NEXT
150 CLS
160 PRINTTAB(2,12);"INSERT DISC OR TAPE AND HIT ANY KEY":*FX21,0
170 K%=GET
180 *SAVE MCKC2 6C00 +0DA0
190 END
1000 DATA 00,01,FE,FF,01,00,FF,01,FE,FF,01,00,FF,01,FE,FF,07FA
1010 DATA 01,00,FF,01,FE,FF,01,00,FF,30,00,FF,80,13,00,01,05C1
1020 DATA 01,02,01,01,00,01,01,02,01,01,00,01,01,02,01,01,0011
1030 DATA 00,01,01,02,01,01,00,01,01,02,00,01,00,00,01,02,000E
1040 DATA 00,01,00,00,01,02,FF,01,00,FF,01,02,FF,01,00,FF,0405
1050 DATA 01,02,FF,01,00,FF,01,02,FF,01,00,FF,30,00,FF,80,05B3
1060 DATA 00,07,04,20,40,07,05,28,90,07,04,20,20,09,04,20,01A7
1070 DATA 60,09,04,20,A0,09,E0,09,C0,0A,E0,0A,00,0B,E0,0A,04C8
1080 DATA 20,0A,40,0A,60,0A,40,0A,49,48,1E,0F,1F,04,11,04,021E
1090 DATA 45,52,4F,43,53,00,3C,01,A0,04,19,04,00,12,05,18,02A9
1100 DATA 28,24,50,60,12,78,98,0D,98,60,18,10,28,24,58,28,0417
1110 DATA 12,60,7C,0D,08,28,23,28,60,0D,98,60,0D,90,98,0D,041D
1120 DATA 08,28,0D,98,28,0D,88,60,0D,08,98,0D,98,98,0D,08,03F1
1130 DATA 28,0D,10,98,0D,98,60,0D,3F,15,04,48,15,03,54,15,0313
1140 DATA 04,60,15,05,6F,15,03,44,35,01,4F,2B,8C,35,80,52,038C
1150 DATA 2B,42,94,01,AB,63,8E,A5,80,C1,9B,6C,35,01,59,2B,0645
1160 DATA 42,AA,80,C3,98,42,35,01,4D,24,87,15,02,91,15,01,04FB
1170 DATA 96,15,02,A0,15,02,6B,BF,01,2B,DB,6B,6F,01,2B,DB,0576
1180 DATA 2B,BF,80,CB,2B,2B,6F,80,CB,2B,5B,C7,01,5B,E3,5B,072C
1190 DATA 87,01,5B,E3,33,A0,01,88,BF,B6,15,02,C0,15,04,D4,065B
1200 DATA 15,01,91,91,A4,05,70,0C,88,0C,00,0D,48,0D,90,0D,0420
1210 DATA 08,0D,20,0E,68,0E,13,D7,08,1C,00,01,00,02,06,08,02A8
1220 DATA 43,8B,08,1C,04,01,00,08,05,08,93,67,08,1C,04,01,025F
1230 DATA 00,12,02,08,8B,2F,08,1C,00,FF,00,11,00,04,13,D7,02F8
1240 DATA 08,1C,04,01,00,02,06,08,53,2F,08,1C,00,FF,00,0A,01E8
1250 DATA 00,04,2B,D7,08,1C,04,01,00,05,06,08,3B,67,08,1C,0208
1260 DATA 00,FF,00,07,02,04,43,2F,08,1C,04,01,00,08,00,08,01B7
1270 DATA 93,2F,08,1C,04,01,00,12,00,08,2B,D7,08,1C,00,01,022C
1280 DATA 00,05,06,08,93,67,08,1C,04,01,00,12,02,08,13,D7,023C
1290 DATA 08,1C,00,01,00,02,06,08,43,8B,08,1C,04,01,00,08,0164
1300 DATA 05,08,93,67,08,1C,04,01,00,12,02,08,8B,2F,08,1C,022A
1310 DATA 00,FF,00,11,00,04,13,D7,08,1C,04,01,00,02,06,08,0237
1320 DATA 53,2F,08,1C,00,FF,00,0A,00,04,2B,D7,08,1C,04,01,02DE
1330 DATA 00,05,06,08,3B,67,08,1C,00,FF,00,07,02,04,43,2F,0257
1340 DATA 08,1C,04,01,00,08,00,08,93,2F,08,1C,04,01,00,12,0136
1350 DATA 00,08,2B,D7,08,1C,00,01,00,05,06,08,93,67,08,1C,0260
1360 DATA 04,01,00,12,02,08,F6,15,04,1E,16,02,32,16,03,50,0201
1370 DATA 16,01,5A,16,02,6E,16,04,96,16,02,AA,16,03,CB,16,0360
1380 DATA 01,D2,16,02,18,DB,02,04,07,07,4B,49,54,43,48,45,03A7
1390 DATA 4E,20,80,02,04,34,06,43,41,50,45,52,53,04,20,01,0341
1400 DATA 02,30,03,48,49,54,24,20,01,02,03,03,41,4E,59,44,0293
1410 DATA 20,01,02,0C,03,48,45,59,64,20,01,02,33,02,4F,52,0278
1420 DATA 7C,20,01,02,0F,04,46,49,52,45,30,78,01,02,33,08,02BE
```

The astute amongst you will have noticed that we only published the first part of 'Kitchen Kapers' last month, due to space restrictions we could only print a proportion of the 14 pages this runs to.

Never fear, this month brings the concluding episode to the best game ever printed in a magazine yet. Follow the instructions printed in last month's episode and all will be well. If you cannot get last month's issue, all back numbers are available from our backnumbers service which is at the same address as our subscriptions.

Runs on BBC 32K

84 KITCHEN

K A P P E R S

1430 DATA 53,43,52,45,45,4E,20,5B,10,D0,02,04,23,0B,4B,49,03DA
1440 DATA 20,53,43,4F,52,45,14,A0,01,02,0D,0F,45,4E,54,45,039B
1450 DATA 52,20,59,4F,55,52,20,4E,41,4D,45,11,03,12,00,03,032B
1460 DATA 05,19,04,60,02,9C,02,3A,19,04,60,02,DC,01,2F,04,02EB
1470 DATA 1F,0B,0E,5A,1F,0B,0E,5B,1F,06,14,52,45,54,2D,4A,02BA
1480 DATA 55,4D,50,1F,04,16,50,2D,50,41,55,53,45,20,47,41,03CE
1490 DATA 4D,45,1F,03,1B,53,2D,53,4F,55,4E,44,20,4F,4E,2F,03C1
1500 DATA 4F,46,46,57,52,49,54,54,45,4E,20,42,59,20,41,44,046B
1510 DATA 52,49,41,4E,20,4C,20,4A,4F,4E,45,53,20,46,4F,52,043C
1520 DATA 20,47,41,4D,45,53,20,43,4F,4D,50,55,54,49,4E,47,0463
1530 DATA 2E,2E,47,52,41,50,4B,49,43,20,44,45,53,49,47,4E,0434
1540 DATA 20,42,59,20,54,52,45,56,4F,52,20,4A,4F,4E,45,53,045C
1550 DATA 2E,2E,48,45,4C,50,20,53,43,4B,55,42,45,52,54,20,0425
1560 DATA 43,4B,45,46,20,43,4F,4C,4C,45,43,54,20,54,4B,45,043D
1570 DATA 20,46,4F,4F,44,2D,42,55,54,20,42,45,57,41,52,45,0436
1580 DATA 2D,4F,42,53,54,41,43,4C,45,53,20,41,52,45,20,4F,0434
1590 DATA 55,54,20,54,4F,20,4B,49,4C,4C,2E,2E,4B,49,20,53,041B
1600 DATA 43,4F,52,45,20,30,30,39,3B,37,32,20,2D,20,52,4F,0391
1610 DATA 4C,41,4E,44,20,52,41,54,2E,2E,2E,2E,2E,00,10,20,033C
1620 DATA 30,40,50,60,70,80,90,A0,B0,C0,D0,E0,F0,00,11,22,07B3
1630 DATA 33,44,55,66,77,87,96,A5,B4,C0,D2,E1,F3,01,01,00,07B7
1640 DATA 00,00,00,00,00,00,7E,FF,00,FB,7E,00,02,02,06,00,00,0300
1650 DATA FF,00,00,7E,00,00,82,7E,7E,03,0B,01,FF,01,01,01,0409
1660 DATA 01,79,F6,FB,FE,7B,7B,04,81,1B,DA,00,05,05,00,14,05EE
1670 DATA 81,00,FF,64,00,05,81,FF,FF,FF,29,2A,2A,7F,00,81,06E4
1680 DATA 81,5F,5F,06,81,12,24,43,32,32,A0,0C,00,FD,FF,7B,05C3
1690 DATA 2B,11,00,01,00,CB,00,06,00,02,00,05,00,84,00,19,01DC
1700 DATA 00,02,00,02,00,04,00,0C,00,13,00,01,00,14,00,02,003E
1710 DATA 00,13,00,01,00,1E,00,02,00,01,00,F4,FF,00,00,01,0229
1720 DATA 00,02,00,F4,FF,00,00,01,00,00,00,03,00,03,00,1E,021A
1730 DATA 00,01,00,00,00,00,00,00,00,00,00,00,F1,FF,03,00,00,01F4
1740 DATA 00,02,00,04,00,21,00,02,00,02,00,04,00,14,00,02,0045
1750 DATA 00,01,01,F1,FF,00,00,00,00,01,00,00,00,00,00,00,01F3
1760 DATA 00,11,00,06,00,80,00,1E,00,64,74,06,64,74,03,64,02D2
1770 DATA 74,03,64,74,06,64,74,06,5B,8B,06,60,80,06,64,94,04F7
1780 DATA 06,3B,26,26,0E,1D,00,0B,10,1B,20,2B,A9,16,20,EE,02FA
1790 DATA FF,A9,02,20,EE,FF,A2,14,A9,9A,20,F4,FF,A2,01,A9,090F
1800 DATA CB,20,F4,FF,A2,00,A9,B2,20,F4,FF,A2,00,A9,0B,20,0B61
1810 DATA F4,FF,A2,0B,A9,BE,20,F4,FF,A2,02,A9,10,20,F4,FF,09B7
1820 DATA A2,01,A9,04,20,F4,FF,A9,72,85,3E,A9,9B,85,3F,A9,07EF
1830 DATA 00,85,40,A9,FF,85,41,A2,9D,A0,1B,A9,0B,20,F1,FF,07EB
1840 DATA A2,AB,A0,1B,A9,0B,20,F1,FF,A2,B9,A0,1B,A9,0B,20,07AA
1850 DATA F1,FF,A2,C7,A0,1B,A9,0B,20,F1,FF,A2,D5,A0,1B,A9,09AA
1860 DATA 0B,20,F1,FF,A2,E3,A0,1B,A9,0B,20,F1,FF,20,19,1A,0769
1870 DATA 20,65,1B,20,1A,1F,4C,0D,1A,A9,0C,20,EE,FF,20,7E,04CC
1880 DATA 1E,A2,04,A0,17,20,3A,2F,A2,11,A0,17,20,3A,2F,A2,0499
1890 DATA 1D,A0,17,20,3A,2F,A2,26,A0,17,20,3A,2F,A2,2F,A0,04D6
1900 DATA 17,20,3A,2F,A2,3B,A0,17,20,3A,2F,A2,40,A0,17,20,0473
1910 DATA 3A,2F,A2,00,BD,7B,17,20,EE,FF,EB,E0,4B,D0,F5,A9,0BE3
1920 DATA 4F,85,02,A9,8B,85,03,A9,00,85,16,A9,01,85,0B,A9,05B6
1930 DATA 80,85,07,20,8D,2B,A9,50,85,3B,A2,00,A0,19,A9,3F,05DA
1940 DATA 20,9E,1E,A9,50,85,3B,A2,00,A0,0E,A9,3F,20,9E,1E,05A6
1950 DATA 20,8E,1E,A9,0F,A2,01,20,F4,FF,A9,11,20,EE,FF,A9,07AA
1960 DATA 02,20,EE,FF,A2,00,A9,1F,20,EE,FF,8A,20,EE,FF,A9,08C6
1970 DATA 1D,20,EE,FF,BD,C3,17,20,EE,FF,EB,E0,13,D0,E7,A9,0A09
1980 DATA 13,85,44,A5,44,C9,85,D0,05,A2,96,20,24,21,A9,1F,067D
1990 DATA 20,EE,FF,A9,13,20,EE,FF,A9,1D,20,EE,FF,A6,44,BD,0950
2000 DATA C3,17,20,EE,FF,A9,04,85,45,A2,00,A0,17,A9,4F,20,06CF

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2010 DATA 22,1B,A2,00,A0,00,A9,81,20,F4,FF,98,85,3C,F0,21,0726
2020 DATA A2,00,A9,80,20,F4,FF,8A,29,01,85,3C,D0,13,C6,45,0741
2030 DATA D0,D7,E6,44,A5,44,C9,B9,D0,A9,A9,00,85,44,4C,C3,0936
2040 DATA 1A,60,85,43,20,9D,29,86,49,84,4A,A9,13,20,F4,FF,0694
2050 DATA A6,43,A0,00,18,98,69,08,AB,B1,49,48,38,98,E9,08,0655
2060 DATA AB,68,91,49,C8,C0,08,D0,EB,18,A5,49,69,08,85,49,077A
2070 DATA A5,4A,69,00,85,4A,CA,D0,D9,A9,00,A0,00,91,49,C8,0785
2080 DATA C0,08,D0,F9,60,A2,00,A9,00,95,1A,EB,E0,05,D0,F9,0881
2090 DATA A2,00,8D,58,14,95,1F,EB,E0,03,D0,F6,A9,00,85,1A,0758
2100 DATA 60,A2,00,8D,58,14,95,00,EB,E0,10,D0,F6,A2,00,A9,07AC
2110 DATA 00,95,10,EB,E0,0A,D0,F9,A6,1A,BD,6B,14,85,3D,A2,07A0
2120 DATA 00,A0,00,20,AF,25,18,8A,69,8C,85,49,98,69,00,85,057F
2130 DATA 4A,A0,00,B1,49,29,7F,91,49,C8,C0,8C,D0,F5,A2,00,07E1
2140 DATA 8D,6E,16,9D,F6,15,EB,E0,78,D0,F5,AD,E3,15,8D,E2,0A02
2150 DATA 15,60,A9,0C,20,EE,FF,20,7E,1E,18,A5,1A,69,31,8D,05F1
2160 DATA 57,17,A2,4A,A0,17,20,3A,2F,20,8E,1E,20,C0,1E,A2,0506
2170 DATA 19,20,24,21,A9,0C,20,EE,FF,20,7E,1E,A5,1F,38,E9,05E1
2180 DATA 01,0A,85,47,0A,0A,18,65,47,18,69,03,85,02,A9,0B,036E
2190 DATA 85,03,A9,00,85,16,A9,01,85,08,A9,80,85,07,A5,1F,057C
2200 DATA F0,0E,20,8D,28,38,A5,02,E9,0A,85,02,C9,F9,D0,F2,07B0
2210 DATA A2,17,8D,27,15,20,EE,FF,CA,D0,F7,20,EB,25,A9,1F,0848
2220 DATA 20,EE,FF,A9,0D,20,EE,FF,A9,1F,20,EE,FF,A2,03,85,08FF
2230 DATA 3D,4A,4A,4A,4A,18,69,30,20,EE,FF,85,3D,29,0F,18,0565
2240 DATA 69,30,20,EE,FF,CA,D0,E7,A9,19,85,44,A2,28,A4,44,0864
2250 DATA A9,0C,85,38,A9,03,20,9E,1E,A2,40,A4,44,A9,2E,85,0620
2260 DATA 38,A9,0C,20,9E,1E,C6,44,A5,44,C9,11,D0,DE,A9,17,0704
2270 DATA 85,44,A2,28,A4,44,A9,38,85,38,A9,3F,20,9E,1E,C6,06A3
2280 DATA 44,A5,44,C9,13,D0,EB,A9,CB,85,47,A9,06,85,15,A9,07F6
2290 DATA 98,85,46,A9,13,85,14,A6,14,A4,15,20,AF,25,86,4B,05F0
2300 DATA 84,4C,A0,8C,B1,4B,29,40,D0,5C,A0,00,B1,4B,F0,56,076F
2310 DATA 4A,4A,4A,4A,F0,50,C9,01,D0,1D,A6,46,A4,47,20,9D,06B3
2320 DATA 29,86,22,84,23,A9,80,85,24,A9,0B,85,25,A9,04,85,060A
2330 DATA 26,20,DB,29,4C,11,1D,A6,46,A4,47,20,9D,29,86,22,0529
2340 DATA 84,23,A9,D0,85,24,A9,0B,85,25,A9,04,85,26,20,DB,067A
2350 DATA 29,A0,8C,B1,4B,29,0F,F0,0D,AA,18,A5,47,69,10,AB,0655
2360 DATA 8A,A6,46,20,85,26,38,A5,46,E9,08,85,46,C6,14,A5,069F
2370 DATA 14,C9,FF,F0,03,4C,B7,1C,38,A5,47,E9,1C,85,47,C6,07A9
2380 DATA 15,A5,15,C9,FF,F0,03,4C,AF,1C,A5,1A,0A,18,65,1A,0601
2390 DATA AA,BD,7A,15,85,43,8D,78,15,85,48,8D,79,15,85,4C,06F4
2400 DATA A0,00,A0,00,B1,4B,85,44,C8,B1,4B,85,45,C8,B1,4B,0757
2410 DATA 85,46,A6,44,A4,45,20,9D,29,86,22,84,23,A9,F0,85,06F1
2420 DATA 24,A9,0B,85,25,A9,04,85,26,20,DB,29,18,A5,45,69,0569
2430 DATA 05,85,45,C6,46,D0,DB,18,A5,4B,69,03,85,4B,A5,4C,06BB
2440 DATA 69,00,85,4C,C6,43,D0,88,A9,03,85,02,A9,2F,85,03,065E
2450 DATA 20,8D,28,A5,1A,0A,18,65,1A,AA,8D,F7,16,85,48,8D,0633
2460 DATA F5,16,85,4B,8D,F6,16,85,4C,A0,04,B1,4B,85,42,A0,077C
2470 DATA 00,B1,4B,AA,C8,B1,4B,AB,A5,42,20,A5,2D,18,A5,4B,06F3
2480 DATA 69,0A,85,4B,A5,4C,69,00,85,4C,C6,48,D0,DB,A5,1A,06E6
2490 DATA D0,03,4C,7A,1E,38,A5,1A,E9,01,85,42,0A,18,65,42,0528
2500 DATA AA,BD,AC,15,85,43,8D,AA,15,85,4B,8D,AB,15,85,4C,078A
2510 DATA A0,00,B1,4B,AA,C8,B1,4B,AB,20,98,23,18,A5,4B,69,06FE
2520 DATA 05,85,4B,A5,4C,69,00,85,4C,C6,43,D0,E3,A5,1A,C9,0744
2530 DATA 02,90,47,38,A5,1A,E9,02,85,42,0A,18,65,42,AA,8D,05B2
2540 DATA DB,15,85,43,8D,D9,15,85,4B,8D,DA,15,85,4C,A0,00,0750
2550 DATA B1,4B,AA,C8,B1,4B,AB,20,91,24,18,A5,4B,69,05,85,06E2
2560 DATA 4B,A5,4C,69,00,85,4C,C6,43,D0,E3,A5,1A,C9,04,90,074E
2570 DATA 09,AE,E3,15,AC,E4,15,20,DF,24,20,8E,1E,60,A9,9B,06E7
2580 DATA A0,00,BE,7D,18,20,F4,FF,C8,C0,10,D0,F5,60,A9,9B,0907

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KITCHEN

K A P P E R S

2590 DATA A0,00,BE,8D,18,20,F4,FF,C8,C0,10,D0,F5,60,85,43,089B
2600 DATA 20,9D,29,86,49,84,4A,A6,38,A0,00,A5,43,91,49,18,05DB
2610 DATA A5,49,69,08,85,49,A5,4A,69,00,85,4A,CA,D0,EC,60,073A
2620 DATA A5,41,D0,08,A2,4B,20,24,21,4C,19,1F,A9,69,85,49,0574
2630 DATA A9,19,85,4A,A9,08,85,42,A9,00,85,43,A0,02,B1,49,0616
2640 DATA 8D,57,19,A4,43,B1,49,8D,55,19,C8,8C,51,19,A2,51,068A
2650 DATA A0,19,A9,07,20,F1,FF,A2,59,A0,19,A9,07,20,F1,FF,07ED
2660 DATA E6,43,A5,43,C9,02,D0,DB,18,A5,49,69,03,85,49,A5,076C
2670 DATA 4A,69,00,85,4A,C6,42,D0,BF,60,20,D2,1B,20,81,1B,0642
2680 DATA A4,1A,BE,81,19,A0,46,20,19,21,A5,03,C9,BF,80,05,063B
2690 DATA A9,13,20,F4,FF,20,7C,21,A5,03,C9,BF,90,05,A9,13,070D
2700 DATA 20,F4,FF,20,CF,2C,20,CD,21,20,25,22,20,2F,28,20,053A
2710 DATA 68,28,E6,34,A5,10,F0,C8,10,10,20,A4,20,20,87,1F,05E1
2720 DATA C6,1F,A5,1F,10,B4,20,96,1F,60,20,30,21,20,87,1F,04D9
2730 DATA E6,1A,A5,1A,C9,05,D0,0C,A9,00,85,1A,A9,3C,85,21,063C
2740 DATA A9,02,85,20,4C,1A,1F,A5,1E,D0,0A,A5,1D,F0,06,E6,0610
2750 DATA 1F,A9,FF,85,1E,60,A2,03,B5,1A,D5,3D,F0,04,90,11,06E5
2760 DATA B0,03,CA,D0,F3,A2,03,B5,1A,95,3D,CA,D0,F9,20,82,08EB
2770 DATA 1F,60,A9,0C,20,EE,FF,20,7E,1E,A2,58,A0,17,20,3A,0608
2780 DATA 2F,A2,66,A0,17,20,3A,2F,A9,11,20,EE,FF,A9,06,20,060D
2790 DATA EE,FF,A9,1F,20,EE,FF,A9,05,20,EE,FF,A9,13,20,EE,0947
2800 DATA FF,A2,0A,A9,2E,20,EE,FF,CA,D0,FA,20,8E,1E,A2,61,08F2
2810 DATA A0,19,A9,07,20,F1,FF,A9,0F,A2,01,20,F4,FF,A9,00,0790
2820 DATA 85,42,A9,1F,20,EE,FF,A9,05,20,EE,FF,A9,13,20,EE,0821
2830 DATA FF,A2,00,A0,00,A9,81,20,F4,FF,B0,F5,E0,0D,F0,40,0940
2840 DATA E0,20,90,ED,E0,80,B0,E9,E0,7F,D0,18,A5,42,F0,E1,0A75
2850 DATA C6,42,A9,08,20,EE,FF,A9,2E,20,EE,FF,A9,08,20,EE,0869
2860 DATA FF,4C,11,20,A5,42,C9,0A,D0,08,A9,07,20,EE,FF,4C,0717
2870 DATA 11,20,8A,20,EE,FF,A6,42,9D,0A,04,E6,42,4C,11,20,0600
2880 DATA A5,42,C9,0A,F0,0C,E6,42,A6,42,A9,2E,9D,09,04,4C,0693
2890 DATA 60,20,A2,00,8D,0A,04,9D,6E,18,E8,E0,0A,D0,F5,A2,0749
2900 DATA 03,A0,A2,85,3D,4A,4A,4A,4A,18,69,30,99,C3,17,C8,064B
2910 DATA B5,3D,29,0F,18,69,30,99,C3,17,C8,CA,D0,E5,A2,32,0769
2920 DATA 20,24,21,60,20,8D,28,38,A5,02,E9,03,AA,18,A5,03,04CF
2930 DATA 69,05,A8,20,9D,29,86,43,86,22,84,44,84,23,A9,10,0595
2940 DATA 85,24,A9,0C,85,25,A9,04,85,26,20,DB,29,18,A5,43,0584
2950 DATA 69,80,85,22,A5,44,69,02,85,23,A9,30,85,24,A9,0C,05C3
2960 DATA 85,25,A9,04,85,26,20,DB,29,A2,00,A9,0F,20,F4,FF,0693
2970 DATA A9,64,85,42,A5,42,8D,35,19,A2,31,A0,19,A9,07,20,05F2
2980 DATA F1,FF,A2,39,A0,19,A9,07,20,F1,FF,E6,42,A5,42,C9,091C
2990 DATA A1,D0,E1,A2,32,20,24,21,60,84,42,A4,42,88,D0,FD,07EC
3000 DATA CA,D0,F8,60,86,42,A9,13,20,F4,FF,C6,42,D0,F9,60,09BA
3010 DATA A9,01,85,00,20,CD,21,F8,18,A5,1B,69,63,85,1B,A5,061E
3020 DATA 1C,69,00,85,1C,A5,1D,69,00,85,1D,DB,20,EB,25,38,0533
3030 DATA A9,FF,E5,01,8D,1D,19,4A,8D,25,19,A2,19,A0,19,A9,0683
3040 DATA 07,20,F1,FF,A2,21,A0,19,A9,07,20,F1,FF,A2,01,20,0716
3050 DATA 24,21,A5,10,10,BA,A2,32,20,24,21,60,A5,11,10,06,0429
3060 DATA 20,27,2A,4C,CC,21,F0,06,20,4A,2A,4C,CC,21,A5,12,0524
3070 DATA F0,15,A5,34,29,01,C9,01,D0,32,A2,10,A0,23,20,19,0582
3080 DATA 21,20,62,2C,4C,CC,21,A5,34,29,03,C9,03,D0,1D,A5,056B
3090 DATA 0A,C9,02,B0,0D,A2,10,A0,23,20,19,21,20,00,25,4C,03F2
3100 DATA CC,21,A2,10,A0,23,20,19,21,20,18,2B,60,C6,00,A5,04EA
3110 DATA 00,F0,03,4C,24,22,A5,21,85,00,C6,01,A5,01,C9,27,052D
3120 DATA D0,07,A9,80,85,10,4C,24,22,A0,17,A6,01,20,9D,29,056B
3130 DATA 86,49,84,4A,A0,00,A5,01,C9,40,90,0E,29,01,D0,05,0589
3140 DATA A2,0C,4C,15,22,A2,2E,4C,15,22,29,01,D0,05,A2,03,0428
3150 DATA 4C,15,22,A2,2B,8A,91,49,A0,01,91,49,A0,02,91,49,05AB
3160 DATA A0,03,91,49,60,A5,1A,F0,76,20,CC,22,A5,34,29,07,0619
3170 DATA C9,07,D0,03,20,A0,22,A5,1A,C9,02,90,62,A5,34,29,0603

PROGRAM LISTING 3

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10 MODE7:PRINTTAB(15,12);"PLEASE WAIT"
20 M%=&6C00
30 FORA%=0TO218
40 C%=0
50 FORB%=0TO15
60 READ D$
70 D%=EVAL("&"+D$)
80 C%=C%+D%
90 M%?B%=D%
100 NEXT
110 READ C$
120 IF EVAL("&"+C$)<>C% THEN.VDU7:PRINT" TYPING ERROR IN LINE ";1000+A%*10:END
130 M%=M%+16
140 NEXT
150 CLS
160 PRINTTAB(2,12);"INSERT DISC OR TAPE AND HIT ANY KEY":*FX21,0
170 K%=GET
180 *SAVE MCKC3 6C00 +0DA5
190 END
1000 DATA 01,C9,01,D0,5A,20,DD,23,A5,1A,C9,04,90,51,A5,17,063E
1010 DATA F0,06,20,AD,24,4C,73,22,A2,14,A0,23,20,19,21,20,04BB
1020 DATA F6,2E,C9,05,B0,0D,A9,FF,85,17,A2,29,A0,19,A9,07,0727
1030 DATA 20,F1,FF,38,AD,E2,15,E5,02,C9,08,90,0A,38,A5,02,071D
1040 DATA ED,E2,15,C9,08,B0,18,38,AD,E4,15,E5,03,C9,0A,90,07A6
1050 DATA 0A,38,A5,03,ED,E4,15,C9,0A,B0,04,A9,80,85,10,60,0675
1060 DATA A5,0C,30,15,A2,D0,A9,9B,20,F4,FF,A2,C2,20,F4,FF,0936
1070 DATA A5,0C,49,FF,85,0C,4C,C8,22,A2,C0,A9,9B,20,F4,FF,087C
1080 DATA A2,D2,20,F4,FF,A5,0C,49,FF,85,0C,60,38,A5,1A,E9,0851
1090 DATA 01,85,42,0A,18,65,42,AA,BD,AA,15,85,4B,BD,AB,15,0604
1100 DATA 85,4C,BD,AC,15,85,43,A0,00,B1,4B,AA,C8,B1,4B,AB,07C9
1110 DATA 20,98,23,A0,02,B1,4B,30,28,A0,01,B1,4B,A0,04,D1,05E3
1120 DATA 4B,D0,12,A9,80,A0,02,91,4B,A2,09,A0,19,A9,07,20,0608
1130 DATA F1,FF,4C,46,23,A0,01,38,B1,4B,E9,01,91,4B,4C,46,06D2
1140 DATA 23,A0,01,B1,4B,A0,03,D1,4B,D0,12,A9,01,A0,02,91,063E
1150 DATA 4B,A2,11,A0,19,A9,07,20,F1,FF,4C,46,23,A0,01,18,05E5
1160 DATA B1,4B,69,01,91,4B,A0,00,B1,4B,AA,C8,B1,4B,AB,20,0714
1170 DATA 98,23,A0,00,38,B1,4B,E5,02,C9,05,90,0C,38,A5,02,05BF
1180 DATA F1,4B,C9,05,90,03,4C,81,23,A0,01,38,B1,4B,E5,03,064A
1190 DATA C9,13,90,09,38,A5,03,F1,4B,C9,13,B0,04,A9,80,85,06CF
1200 DATA 10,18,A5,4B,69,05,85,4B,A5,4C,69,00,85,4C,C6,43,058A
1210 DATA A5,43,F0,03,4C,E7,22,60,38,8A,E9,04,AA,18,98,69,0702
1220 DATA 08,AB,20,9D,29,86,44,84,45,86,22,84,23,A9,60,85,0606
1230 DATA 24,85,46,A9,0B,85,25,85,47,A9,05,85,26,20,DB,29,0596
1240 DATA 18,A5,44,69,80,85,22,A5,45,69,02,85,23,A9,88,85,0644
1250 DATA 24,A9,0B,85,25,A9,05,85,26,20,DB,29,60,38,A5,1A,0556
1260 DATA E9,02,85,42,0A,18,65,42,AA,BD,D9,15,85,4B,BD,DA,0737
1270 DATA 15,85,4C,BD,DB,15,85,43,A0,00,B1,4B,AA,C8,B1,4B,0765
1280 DATA AB,20,91,24,A0,02,B1,4B,30,2B,A0,01,B1,4B,A0,03,0586
1290 DATA D1,4B,D0,15,A5,13,C5,43,D0,04,A9,80,85,10,A0,04,06F7
1300 DATA B1,4B,A0,01,91,4B,4C,5D,24,A0,01,38,B1,4B,E9,01,0605
1310 DATA 91,4B,4C,5D,24,A0,01,B1,4B,A0,03,D1,4B,D0,15,A5,068F
1320 DATA 13,C5,43,D0,04,A9,80,85,10,A0,04,B1,4B,A0,01,91,067F
1330 DATA 4B,4C,5D,24,A0,01,18,B1,4B,69,01,91,4B,A0,00,B1,0564
1340 DATA 4B,AA,C8,B1,4B,AB,20,91,24,18,A5,4B,69,05,85,4B,067C
1350 DATA A5,4C,69,00,85,4C,C6,43,A5,43,F0,03,4C,F8,23,A5,071B
1360 DATA 11,F0,0D,30,0B,20,FF,2B,A5,12,F0,04,A9,00,85,11,057D
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K A P P E R S

1370 DATA 60,38,8A,E9,03,AA,20,9D,29,86,22,84,23,A9,50,85,066B
1380 DATA 24,A9,0C,85,25,A9,04,85,26,20,DB,29,60,AE,E2,15,0604
1390 DATA AC,E4,15,20,DF,24,38,AD,E2,15,E9,02,8D,E2,15,CD,07E0
1400 DATA E5,15,D0,11,AD,E3,15,8D,E2,15,A9,00,85,17,A2,04,06EF
1410 DATA A9,15,20,F4,FF,AE,E2,15,AC,E4,15,20,DF,24,60,38,07D6
1420 DATA 8A,E9,05,AA,18,98,69,02,AB,20,9D,29,86,22,84,23,061A
1430 DATA A9,B0,85,24,A9,0E,85,25,A9,06,85,26,20,DB,29,60,0641
1440 DATA A5,3C,F0,06,20,EC,27,4C,0D,25,20,A1,27,A5,04,C9,05E2
1450 DATA 08,D0,0A,A5,05,C9,1C,D0,04,A9,81,85,06,A5,06,10,05B5
1460 DATA 0F,A5,39,05,3B,F0,09,20,8D,28,20,D0,26,20,8D,28,04E6
1470 DATA A5,06,29,01,F0,0D,A5,3A,F0,09,20,8D,28,20,5C,27,0522
1480 DATA 20,8D,28,20,5B,25,20,20,26,A5,09,D0,0D,A9,80,85,0514
1490 DATA 11,A2,F9,A0,18,A9,07,20,F1,FF,60,A9,00,85,42,A5,0799
1500 DATA 04,D0,08,C6,14,A9,08,85,04,85,42,C9,10,D0,08,E6,064E
1510 DATA 14,A9,08,85,04,85,42,A5,05,D0,08,C6,15,A9,1C,85,05BC
1520 DATA 05,85,42,C9,38,D0,08,E6,15,A9,1C,85,05,85,42,A5,065B
1530 DATA 42,F0,1B,A6,14,A4,15,20,AF,25,86,49,84,4A,A0,00,05F1
1540 DATA B1,49,29,0F,85,09,B1,49,4A,4A,4A,4A,85,0A,60,A5,0576
1550 DATA 1A,85,4A,0A,0A,0A,85,49,0A,18,65,49,85,49,98,0A,0415
1560 DATA 0A,85,43,0A,0A,18,65,43,18,65,49,85,49,A5,4A,69,0492
1570 DATA 00,85,4A,18,8A,65,49,85,49,A5,4A,69,00,85,4A,18,052C
1580 DATA A5,49,69,E0,AA,A5,4A,69,0E,AB,60,A9,1F,20,EE,FF,0824
1590 DATA A9,06,20,EE,FF,A9,1F,20,EE,FF,A9,11,20,EE,FF,A9,0901
1600 DATA 02,20,EE,FF,A2,03,85,1A,4A,4A,4A,4A,18,69,30,20,057C
1610 DATA EE,FF,85,1A,29,0F,18,69,30,20,EE,FF,CA,D0,E7,60,0893
1620 DATA A5,04,C9,08,F0,03,4C,83,26,A5,05,C9,1C,F0,03,4C,0630
1630 DATA 83,26,A6,14,A4,15,20,AF,25,86,49,84,4A,A0,8C,B1,068A
1640 DATA 49,29,BF,30,3E,F0,3C,85,43,09,80,91,49,38,A5,02,05D5
1650 DATA E9,03,AA,18,A5,03,69,04,AB,A5,43,20,85,26,F8,18,062E
1660 DATA A5,1C,69,01,85,1C,A5,1D,69,00,85,1D,DB,A2,F1,A0,06A4
1670 DATA 18,A9,07,20,F1,FF,20,EB,25,C6,3D,A5,3D,D0,04,A9,076A
1680 DATA 01,85,10,60,60,0A,0A,85,43,20,9D,29,86,44,86,22,048A
1690 DATA 84,45,84,23,A6,43,BD,FC,14,85,24,BD,FD,14,85,25,0747
1700 DATA BD,FE,14,85,26,20,DB,29,18,A5,44,69,80,85,22,A5,06D4
1710 DATA 45,69,02,85,23,A6,43,18,BD,FC,14,7D,FF,14,85,24,065F
1720 DATA BD,FD,14,69,00,85,25,BD,FE,14,85,26,20,DB,29,60,06DF
1730 DATA A5,3B,F0,3B,A5,07,10,37,A2,01,A0,19,A9,07,20,F1,061B
1740 DATA FF,A9,80,85,06,A5,39,85,35,A5,39,F0,04,A5,39,85,0780
1750 DATA 08,A9,01,85,11,E6,03,E6,05,20,5B,25,A9,01,85,16,0501
1760 DATA A9,00,85,33,85,12,85,13,A9,FD,85,32,4C,5B,27,A5,0660
1770 DATA 39,F0,48,10,1D,A5,06,C9,81,D0,06,A5,09,29,04,F0,0634
1780 DATA 3A,C6,02,C6,02,C6,04,C6,04,E6,16,A9,80,85,08,4C,065C
1790 DATA 4C,27,A5,06,C9,81,D0,06,A5,09,29,08,F0,1D,E6,02,0612
1800 DATA E6,02,E6,04,E6,04,E6,16,A9,01,85,08,A9,80,85,06,06A3
1810 DATA 85,07,A2,41,A0,19,A9,07,20,F1,FF,60,A5,3A,F0,40,0757
1820 DATA 10,19,A5,06,C9,81,D0,06,A5,09,29,02,F0,32,C6,03,05B8
1830 DATA C6,03,C6,05,C6,05,E6,16,4C,91,27,A5,06,C9,81,D0,0724
1840 DATA 06,A5,09,29,01,F0,19,E6,03,E6,03,E6,05,E6,05,E6,0675
1850 DATA 16,A9,01,85,06,85,07,A2,49,A0,19,A9,07,20,F1,FF,063B
1860 DATA 60,A0,FF,A2,9E,A9,81,20,F4,FF,8A,29,80,85,39,A0,090D
1870 DATA FF,A2,8D,A9,81,20,F4,FF,8A,29,01,05,39,85,39,A0,07EB
1880 DATA FF,A2,97,A9,81,20,F4,FF,8A,29,80,85,3A,A0,FF,A2,09AB
1890 DATA B7,A9,81,20,F4,FF,8A,29,01,05,3A,85,3A,A0,FF,A2,07E7
1900 DATA B6,A9,81,20,F4,FF,8A,29,01,85,3B,60,A9,00,85,39,072E
1910 DATA 85,3A,85,3B,A2,01,A9,80,20,F4,FF,C0,C0,90,04,A9,081B
1920 DATA 80,85,39,C0,41,B0,04,A9,01,85,39,A2,02,A9,80,20,064B
1930 DATA F4,FF,C0,C0,90,04,A9,01,85,3A,C0,41,B0,04,A9,80,084E
1940 DATA 85,3A,A2,00,A9,80,20,F4,FF,8A,29,01,85,3B,60,A0,0711
1950 DATA FF,A2,AE,A9,81,20,F4,FF,8A,25,1B,D0,2A,86,18,8A,0875
1960 DATA F0,25,45,41,85,41,D0,11,A2,00,A9,0F,20,F4,FF,A2,0751
1970 DATA FF,A9,D2,20,F4,FF,4C,67,28,A2,00,A9,0F,20,F4,FF,08D5

1980 DATA A2,00,A9,D2,20,F4,FF,60,A0,FF,A2,C8,A9,81,20,F4,09D7
 1990 DATA FF,8A,25,19,D0,16,86,19,8A,F0,11,A2,32,20,24,21,0610
 2000 DATA A0,FF,A2,C8,A9,81,20,F4,FF,8A,F0,F4,60,38,A5,02,09F3
 2010 DATA E9,03,AA,38,A5,03,E9,04,A8,20,9D,29,86,22,86,43,0662
 2020 DATA 84,23,84,44,A5,07,30,59,A5,16,29,01,0A,AA,BD,14,050E
 2030 DATA 15,85,24,85,45,BD,15,15,85,25,85,46,A9,04,85,26,053C
 2040 DATA 20,DB,29,18,A5,45,69,20,85,24,A5,46,69,00,85,25,0556
 2050 DATA 38,A5,43,E9,80,85,22,A5,44,E9,02,85,23,A9,04,85,06DE
 2060 DATA 26,20,DB,29,38,A5,44,E9,05,85,23,A5,43,85,22,A9,0639
 2070 DATA A0,85,24,A9,0A,85,25,A9,04,85,26,20,DB,29,4C,9C,060A
 2080 DATA 29,A5,16,29,03,0A,AA,A5,08,10,4A,BD,18,15,85,24,045E
 2090 DATA BD,19,15,85,25,A9,04,85,26,20,DB,29,A9,20,85,24,0583
 2100 DATA A9,0B,85,25,38,A5,43,E9,80,85,22,A5,44,E9,02,85,06E7
 2110 DATA 23,A9,04,85,26,20,DB,29,38,A5,44,E9,05,85,23,A5,05FB
 2120 DATA 43,85,22,A9,40,85,24,A9,0B,85,25,A9,04,85,26,20,0552
 2130 DATA DB,29,4C,9C,29,BD,20,15,85,24,BD,21,15,85,25,A9,05F6
 2140 DATA 04,85,26,20,DB,29,A9,80,85,24,A9,0A,85,25,38,A5,05DF
 2150 DATA 43,E9,80,85,22,A5,44,E9,02,85,23,A9,04,85,26,20,0647
 2160 DATA DB,29,38,A5,44,E9,05,85,23,A5,43,85,22,A9,A0,85,0718
 2170 DATA 24,A9,0A,85,25,A9,04,85,26,20,DB,29,60,A9,00,85,058B
 2180 DATA 49,85,4A,85,42,98,49,FF,A8,29,F8,4A,4A,85,4A,4A,0735
 2190 DATA 4A,0B,18,65,4A,85,4A,28,66,49,98,29,07,18,65,49,044D
 2200 DATA 85,49,A9,30,65,4A,85,4A,8A,29,FE,0A,26,42,0A,26,0578
 2210 DATA 42,18,65,49,AA,A5,42,65,4A,A8,60,A5,22,29,07,85,05CC
 2220 DATA 42,A9,0B,85,27,A6,26,BC,85,19,B1,24,51,22,91,22,05C0
 2230 DATA CA,D0,F4,18,A5,22,69,01,85,22,A5,23,69,00,85,23,0657
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 2250 DATA 27,C5,42,D0,0D,18,A5,22,69,78,85,22,A5,23,69,02,05A5
 2260 DATA 85,23,A5,27,D0,BF,60,20,8D,28,C6,03,C6,05,A5,03,0674
 2270 DATA C9,27,D0,07,A9,80,85,10,4C,46,2A,20,5B,25,A5,0A,0590
 2280 DATA F0,04,A9,80,85,10,20,8D,28,60,20,8D,28,A5,35,D0,0666
 2290 DATA 0B,A9,70,85,4B,A9,14,85,4C,4C,71,2A,10,0B,A9,7A,05A7
 2300 DATA 85,4B,A9,14,85,4C,4C,71,2A,A9,BD,85,4B,A9,14,85,06BD
 2310 DATA 4C,A5,33,D0,20,E6,32,E6,32,E6,32,A4,32,B1,4B,85,07B3
 2320 DATA 33,C9,80,D0,10,A9,80,85,11,A2,F9,A0,18,A9,07,20,073E
 2330 DATA F1,FF,4C,12,2B,A4,32,C8,B1,4B,AA,C8,B1,4B,A8,18,0841
 2340 DATA 8A,65,02,85,02,18,8A,65,04,85,04,18,98,65,03,85,04A9
 2350 DATA 03,18,98,65,05,85,05,A5,02,C9,01,D0,10,A9,03,85,0529
 2360 DATA 02,A9,0B,85,04,A9,01,85,33,A9,3C,85,32,A5,02,C9,05AA
 2370 DATA 9D,D0,10,A9,9B,85,02,A9,0B,85,04,A9,01,85,33,A9,068D
 2380 DATA 3C,85,32,A5,03,C9,27,D0,07,A9,80,85,10,4C,12,2B,05A9
 2390 DATA 20,5B,25,A5,15,C9,07,F0,19,20,FF,2B,A5,12,D0,0A,060E
 2400 DATA A5,05,C9,1C,D0,0C,A5,0A,F0,0B,A9,00,85,11,A9,FF,06F9
 2410 DATA 85,0B,20,8D,28,C6,33,60,A5,3C,F0,06,20,EC,27,4C,0614
 2420 DATA 25,2B,20,A1,27,20,8D,28,A5,3B,F0,24,A2,01,A0,19,055D
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 2490 DATA 02,E6,04,E6,04,A9,01,85,16,85,0B,4C,D6,2B,A5,0B,05A5
 2500 DATA F0,20,A5,39,29,01,F0,1A,E6,02,E6,02,E6,04,E6,04,06C6
 2510 DATA E6,16,A9,01,85,0B,A2,41,A0,19,A9,07,20,F1,FF,4C,06DB
 2520 DATA D6,2B,A9,00,85,0B,C6,02,C6,02,C6,04,C6,04,A9,01,060B
 2530 DATA 85,16,A9,80,85,0B,A5,02,C9,9D,D0,0B,A9,9B,85,02,0701
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 2550 DATA 85,11,A2,F9,A0,18,A9,07,20,F1,FF,20,8D,28,60,A5,0783
 2560 DATA 1A,C9,02,90,5C,38,E9,02,85,42,0A,18,65,42,AA,BD,05EB
 2570 DATA DB,15,85,43,BD,D9,15,85,4B,BD,DA,15,85,4C,38,A5,078D
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90 KITCHEN

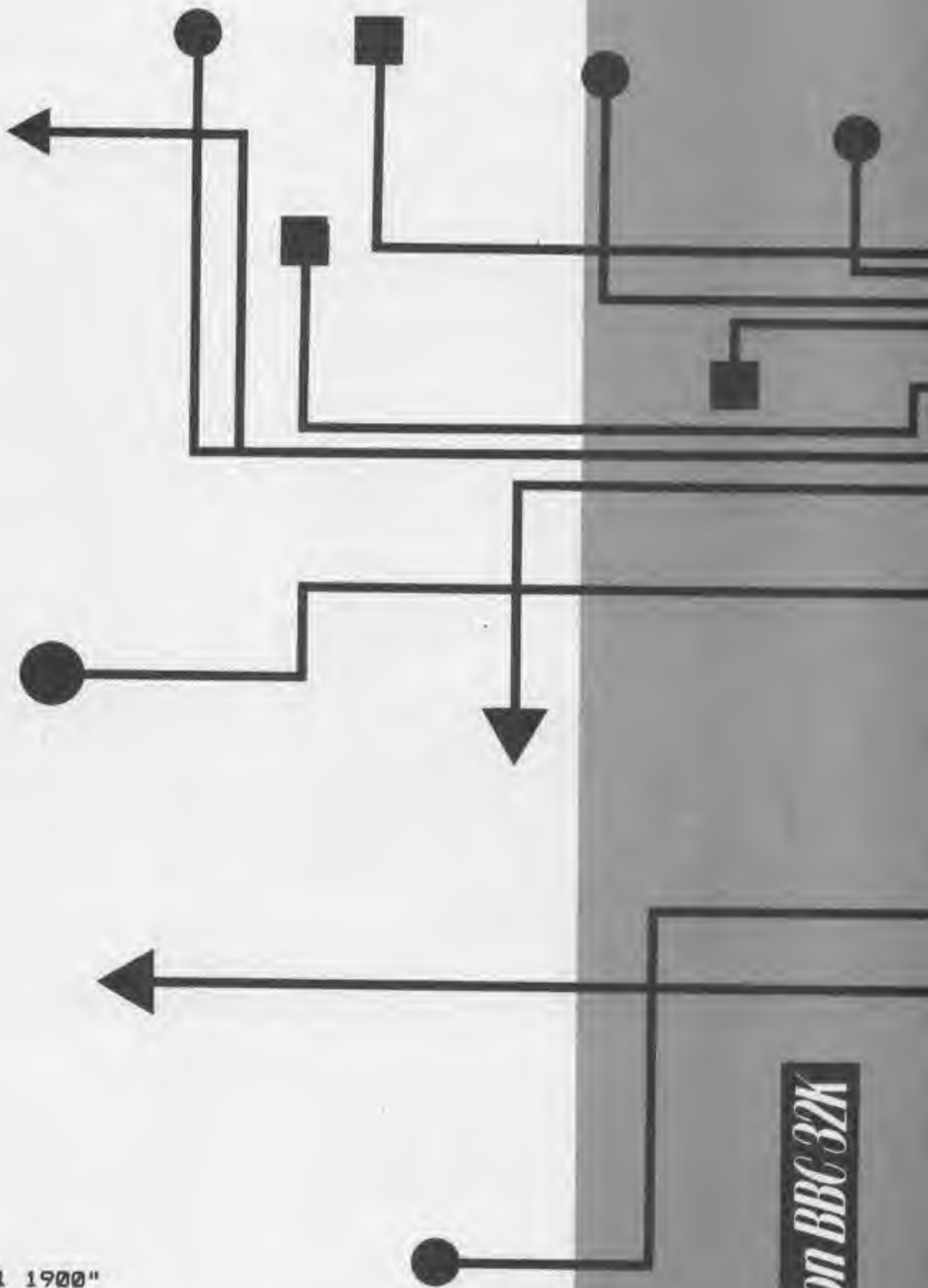
K A P P E R S

2590 DATA C9,06,90,0C,38,A5,02,F1,4B,C9,06,90,03,4C,50,2C,05B0
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2610 DATA 18,A5,4B,69,05,85,4B,A5,4C,69,00,85,4C,C6,43,D0,064A
2620 DATA BD,60,20,8D,2B,A5,12,30,07,C6,03,C6,05,4C,74,2C,0560
2630 DATA E6,03,E6,05,A5,34,29,03,C9,03,D0,4C,A9,0C,85,09,0604
2640 DATA A5,3C,F0,06,20,EC,27,4C,8D,2C,20,A1,27,20,D0,26,060D
2650 DATA 18,A5,36,69,08,C5,02,D0,13,A9,80,85,11,A2,F9,A0,0708
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2670 DATA 08,C5,02,D0,13,A9,80,85,11,A9,00,85,12,85,13,A2,05EB
2680 DATA F9,A0,18,A9,07,20,F1,FF,20,5B,25,20,8D,2B,60,A5,06EB
2690 DATA 34,25,20,C5,20,F0,03,4C,A4,2D,A5,1A,0A,18,65,1A,04CE
2700 DATA AA,BD,EB,16,85,4B,BD,E6,16,85,4B,BD,E7,16,85,4C,0846
2710 DATA A0,04,B1,4B,85,42,A0,00,B1,4B,AA,C8,B1,4B,A8,A5,07BE
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2750 DATA 91,4B,4C,8D,2D,20,F6,2E,C9,C0,80,07,A0,09,B1,4B,070B
2760 DATA 4C,46,2D,20,E5,2E,25,37,F0,F9,A0,09,91,4B,C9,01,0686
2770 DATA D0,0C,A0,06,91,4B,88,A9,00,91,4B,4C,8D,2D,C9,02,063C
2780 DATA D0,0E,A9,FF,A0,06,91,4B,88,A9,00,91,4B,4C,8D,2D,071B
2790 DATA C9,04,D0,0E,A9,FF,A0,05,91,4B,C8,A9,00,91,4B,4C,076D
2800 DATA 8D,2D,A0,05,A9,01,91,4B,C8,A9,00,91,4B,20,07,2F,0588
2810 DATA 18,A5,4B,69,0A,85,4B,A5,4C,69,00,85,4C,C6,48,F0,0674
2820 DATA 03,4C,F0,2C,60,85,43,38,8A,E9,02,AA,18,98,69,0C,060F
2830 DATA AB,85,42,8A,18,65,42,29,01,18,65,43,85,43,8A,29,051D
2840 DATA 01,0A,18,65,43,0A,85,43,20,9D,29,86,44,86,22,84,0479
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2880 DATA 85,24,85,46,A5,47,69,00,85,47,85,25,A9,03,85,26,0596
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2910 DATA 26,20,DB,29,60,18,A0,00,B1,4B,A0,05,71,4B,A0,00,055F
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2930 DATA A0,01,B1,4B,A0,06,71,4B,A0,01,91,4B,18,A0,03,B1,05EB
2940 DATA 4B,A0,06,71,4B,A0,03,91,4B,60,A9,00,85,42,A0,02,059E
2950 DATA B1,4B,D0,0F,A9,08,91,4B,85,42,38,A0,07,B1,4B,E9,06F3
2960 DATA 01,91,4B,A0,02,B1,4B,C9,10,D0,0F,A9,08,85,42,91,063C
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2980 DATA A9,1C,85,42,91,4B,38,A0,08,B1,4B,E9,01,91,4B,A0,06AA
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3010 DATA B1,4B,A8,20,AF,25,86,49,84,4A,A0,00,B1,49,29,0F,0607
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3030 DATA 38,2A,CA,D0,FC,60,A5,0D,29,48,69,38,0A,0A,26,0F,0565
3040 DATA 26,0E,26,0D,A5,0D,60,A0,00,38,B1,4B,E5,02,C9,03,0500
3050 DATA 90,0C,38,A5,02,F1,4B,C9,03,90,03,4C,39,2F,A0,01,056B
3060 DATA 38,B1,4B,E5,03,C9,17,90,0C,38,A5,03,F1,4B,C9,17,0694
3070 DATA 90,03,4C,39,2F,A9,80,85,10,60,86,4B,84,4C,A9,00,05AF
3080 DATA 85,28,A0,00,B1,4B,85,2B,18,A5,28,69,06,AB,B1,4B,05F1
3090 DATA 8D,00,04,A2,00,A0,04,A9,0A,20,F1,FF,A0,01,B1,4B,0637
3100 DATA 85,2A,A9,08,85,2C,A6,2C,BD,00,04,85,2D,A0,03,B1,05AA
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3120 DATA 30,A0,02,B1,4B,85,31,A5,30,F0,2C,A6,29,A4,2A,20,0632
3130 DATA 9D,29,86,49,84,4A,A5,29,29,01,D0,0F,A0,04,B1,4B,05DA
3140 DATA 29,AA,A0,00,11,49,91,49,4C,B7,2F,A0,04,B1,4B,29,05A2
3150 DATA 55,A0,00,11,49,91,49,E6,29,C6,31,D0,CA,46,2F,D0,070E
3160 DATA BA,E6,2A,C6,2E,D0,AC,C6,2C,D0,9B,A0,02,B1,4B,0A,083F
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PROGRAM LISTING 4

91

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30 END
40 DEFPROCMOVE
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80 [ OPT I%
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82 JSR &FFEE
83 LDA #7
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100 STA SIZE
110 LDA #&28
120 STA SIZE+1
130 LDA #&00
140 STA SOURCE
150 LDA #&19
160 STA SOURCE+1
170 LDA #&00
180 STA DEST
190 LDA #&07
200 STA DEST+1
210 LDX #&61
220 LDY #&60
230 JSR &FFF7
240 LDX #&71
250 LDY #&60
260 JSR &FFF7
270 LDX #&81
280 LDY #&60
290 JSR &FFF7
300 LDA #&BC
310 LDX #12
320 JSR &FFF4
330 LDY #0
340 LDX SIZE+1
350 BEQ LOOP2
360 .LOOP1
370 LDA (SOURCE),Y
380 STA (DEST),Y
390 INY
400 BNE LOOP1
410 INC SOURCE+1
420 INC DEST+1
430 DEX
440 BNE LOOP1
450 .LOOP2
460 LDX SIZE
470 BEQ DONE
480 .LOOP3
490 LDA (SOURCE),Y
500 STA (DEST),Y
510 INY
520 DEX
530 BNE LOOP3
540 .DONE
550 JMP &198C
560 J: NEXT
570 $&6061="LOAD MCKC1 1900"
580 $&6071="LOAD MCKC2 26A0"
590 $&6081="LOAD MCKC3 3440"
600 CLS:PRINTTAB(2,12);"INSERT DISC OR TAPE AND HIT ANY KEY":#FX21,0
610 K%=GET
630 *SAVE CAPERS 6000 +0091 6000
640 ENDPROC
```



Runs on BBC 32K

POSTAL PANIC



Postal Panic is an infuriating but fun game for the ZX Spectrum 48/16K. It involves controlling the movements of a little man who must post six parcels before the next collection. He can only carry one parcel at a time, so he must take the treacherous trip to the post box and back to his house many times. During the journey he must jump over fatal ditches and worms and avoid the descending spiders.

```

1 REM          Postal-Panic
2 REM          by George Morris
3 INK 5: BORDER 5: PAPER 1: CLS : PRINT BRIGHT 1;AT
10,10;"Postal-Panic": BEEP 0.1,1: BEEP 0.1,3: BEEP 0.1
,1
4 BEEP 0.1,3: FOR y=2 TO 6: BEEP 0.1,y: NEXT y: PRIN
T AT 20,5;"      (Press a key)": PAUSE 0: INK 0: PAPER 7:
CLS
5 LET lives=3 : LET tm=0: LET clattr=0: LET ck3=0
6 LET sc=0: LET level=0: GO SUB 9000
7 GO SUB 8056
8 LET x=17: LET t1=3: LET y1=2: LET k1=5: LET dir=0:
LET v=7: LET ck1=0: LET ck2=0
10 LET m1=INT (RND*12)+9: LET q=8: LET n1=INT (RND*12
)+9: LET d=11: LET o1=INT (RND*12)+9: LET f=15

```

```

15 REM ** ** DEFINE U.D.G **
19 FOR n=0 TO 7
20 READ b
30 POKE USR "a"+n,b
70 READ b
80 POKE USR "b"+n,b
120 READ c
130 POKE USR "c"+n,c
170 READ b
180 POKE USR "d"+n,b
220 READ b
230 POKE USR "e"+n,b
270 READ b
280 POKE USR "f"+n,b
320 READ b
330 POKE USR "g"+n,b
370 READ b
380 POKE USR "h"+n,b
420 READ b
430 POKE USR "i"+n,b
470 READ b
480 POKE USR "j"+n,b
490 READ b
500 POKE USR "k"+n,b
510 READ b
520 POKE USR "l"+n,b
530 READ b
540 POKE USR "m"+n,b
550 READ b
560 POKE USR "n"+n,b
570 READ b
580 POKE USR "o"+n,b
600 READ b
610 POKE USR "p"+n,b
615 READ b
620 POKE USR "q"+n,b
621 READ b
622 POKE USR "r"+n,b
623 READ b
624 POKE USR "s"+n,b
625 READ b
626 POKE USR "t"+n,b
627 READ b
628 POKE USR "u"+n,b
629 NEXT n
630 REM ** ** SET SCREEN ** **
631 PAPER 0: BORDER 1: CLS
632 INK 5: BRIGHT 1: FOR y=2 TO 29: PRINT AT 5,y;"X";A
T 20,y;"X"; INK 4;AT 19,y;"█"; BRIGHT 0
634 NEXT y: FOR y=5 TO 20: PRINT ;AT y,2;"X";AT y,29;"
X": NEXT y: BRIGHT 0
635 IF level=1 THEN LET ink=6: PRINT ; INK 4;AT 19,10
;"☹";AT 19,17;"☹"
636 IF level=1 THEN PRINT ; INK 4;AT 19,22;"☹": PRINT
; PAPER 7; INK 1;AT 20,7;"**Phantom attack**": INK 0
638 IF level=2 THEN : LET ink=3: PRINT ; INK 4;AT 19,1
0;"☹";AT 19,13;"☹";AT 19,16;"☹"
639 IF level=2 THEN PRINT INK 4;AT 19,22;"☹"; PAPER
7; INK 1;AT 20,7;"**Demon crushers**": INK 0
640 IF level=3 THEN LET ink=5: PRINT ; INK 4;AT 19,10
;"☹";AT 19,13;"☹";AT 19,16;"☹"
641 IF level=3 THEN PRINT ; INK 4;AT 19,19;"☹";AT 19,
22;"☹"; PAPER 7; INK 1;AT 20,7;"**T.V. Take-over**": IN
K 0
642 PRINT ; INK 3; BRIGHT 0;AT 15,3;"█ ";AT 16,3;"█"

```



```

; BRIGHT 1; AT 17,3; "■"; AT 18,3; "■"; INK 2
643 PRINT INK 2; BRIGHT 1; AT 17,26; "■"; AT 18,27; "■"
; OVER 1; AT 17,27; "-"; OVER 0; BRIGHT 0; INK 7
644 REM ** TYPE OF SPOOK **
645 FOR n=0 TO 7: READ b: POKE USR "q"+n,b: NEXT n: IF
level=1 THEN GO TO 650
646 FOR n=0 TO 7: READ b: POKE USR "q"+n,b: NEXT n: IF
level=2 THEN GO TO 650
647 FOR n=0 TO 7: READ b: POKE USR "q"+n,b: NEXT n: IF
level=3 THEN GO TO 650
648 REM ** DISPLAY LIVES **
650 IF lives=3 THEN PRINT ; INK 7; AT 1,26; "☐☐☐"; AT 2,
26; "☐☐☐"; INK 6; AT 1,21; "LIVES"
651 IF lives=2 THEN PRINT ; INK 7; AT 1,26; "☐☐"; AT 2,
26; "☐☐"; AT 1,21; "LIVES"
652 IF lives=1 THEN PRINT ; INK 7; AT 1,26; "☐"; AT 2,
26; "☐"; AT 1,21; "LIVES"
999 PRINT ; INK 7; AT x,v; "☐"; AT x+1,v; "☐"
1000 REM ** ** MAIN LOOP ** **
1002 LET a$=INKEY$
1003 IF a$="" THEN GO SUB 6000
1005 IF ATTR (x+2,v)=4 THEN GO TO 7000
1010 IF v>=25 AND ck1=0 AND ck2=1 THEN LET sc=sc+100:
LET ck3=ck3+1: BEEP 0.05,5: BEEP 0.05,10: BEEP 0.05,15
1011 IF v>=25 AND ck1=0 AND ck2=1 THEN LET v=v-1: LET
ck1=1: LET ck2=0: IF ck3=2 OR ck3=4 THEN GO TO 8056
1012 IF ck3=6 THEN GO TO 9100
1013 IF v=25 THEN PRINT AT x,v; " "; AT x+1,v; " ": LET v
=v-1: PRINT AT x,v; "☐"; AT x+1,v; "☐"
1014 IF a$="x" THEN LET sc=sc+1: LET dir=0: PRINT AT x
,v; "☐": PRINT AT x+1,v; "☐": PAUSE 3: PRINT AT x,v; "☐":
PRINT AT x+1,v; "☐"
1015 IF a$="x" THEN GO SUB 6000: PRINT AT x,v; "☐": PR
INT AT x+1,v; "☐": GO SUB 6000
1016 IF a$="x" THEN PRINT AT x+1,v-1; " ": PRINT AT x,
v-1; " ": LET v=v+1: PRINT AT x,v; "☐": PRINT AT x+1,v; "
☐"
1020 PRINT ; INK 6; BRIGHT 1; AT 4,3; "SCORE "; sc; AT 4,12
; " LEVEL "; level; AT 2,3; "PARCELS "; ck3
1021 BRIGHT 0
1023 IF ck2=1 THEN PRINT ; INK RND*7; AT 2,16; "+"
1024 IF ck2<>1 THEN PRINT AT 2,16; " "
1025 IF a$="v" AND dir=0 THEN PRINT AT x+1,v; " ": GO T
O 1500
1026 IF a$="v" AND dir=1 THEN PRINT AT x+1,v; " ": GO T
O 5000
1027 IF a$="x" THEN GO TO 1000
1028 IF a$="z" THEN LET sc=sc+1: LET dir=1: PRINT AT x
,v; "☐": PRINT AT x+1,v; "☐": LET v=v-1
1029 IF v<=6 AND ck2<>1 THEN PRINT ; INK RND*4+1; AT x+
1,v; "+": BEEP 0.09,-10: BEEP 0.05,1: PRINT AT x+1,v; " "
: LET ck2=1: LET ck1=0: LET v=v+1
1030 IF v<=6 THEN LET v=v+1
1035 IF a$="z" THEN PRINT AT x,v; "☐": PRINT AT x+1,v
; "☐": GO SUB 6000
1040 IF a$="z" THEN PRINT AT x,v; "☐": PRINT AT x+1,v;
"☐": GO SUB 6000: PRINT AT x,v; "☐": PRINT AT x+1,v; "☐"
"
1100 GO TO 1000
1200 REM ** FORWARD JUMP **
1500 IF v>=23 THEN PRINT AT x,v; "☐"; AT x+1,v; "☐": GO
SUB 6000: GO TO 1000
1605 PRINT AT x-1,v; " "; AT x,v; " ": LET v=v+1
1606 LET x=x-2: PRINT AT x,v; "☐"; AT x+1,v; "☐": GO SUB
6000: PRINT AT x,v; "☐"; AT x+1,v; "☐"

```

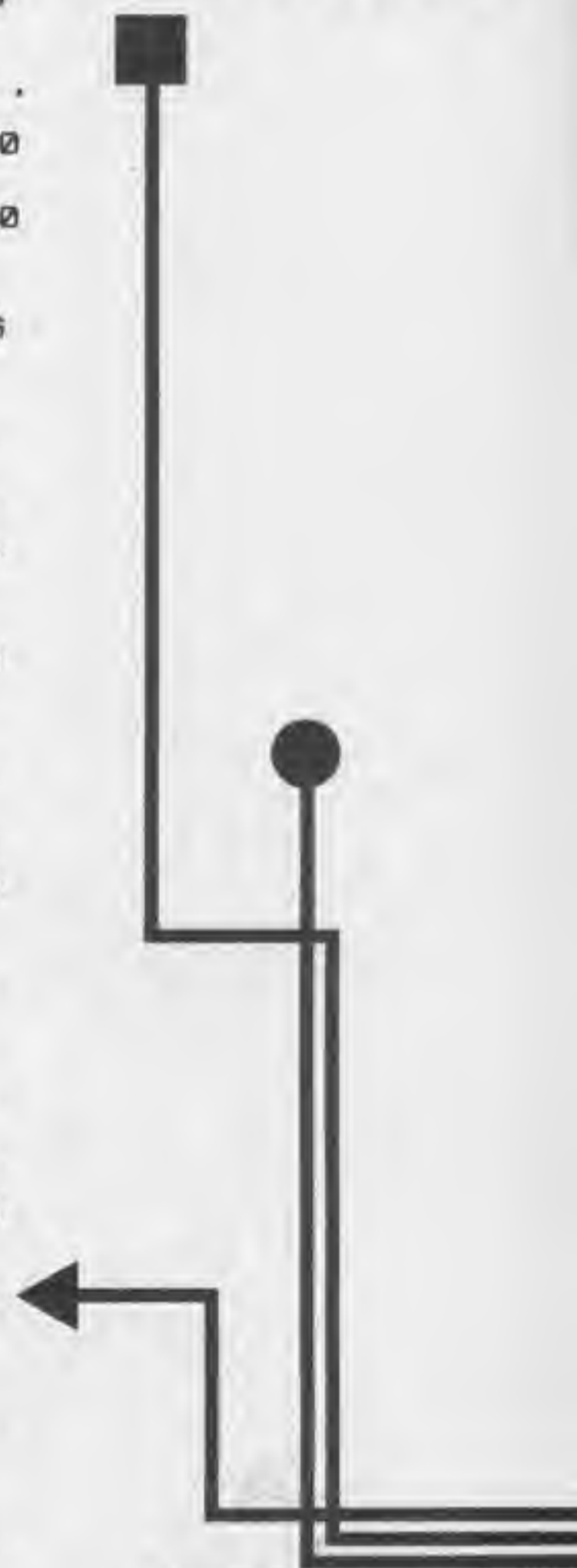
These creatures come in various forms, each are as deadly as the rest. After every two parcels posted the next level commences introducing a new race of creatures in greater numbers than the last, as well as a different layout of ditches. There are three levels in all. Lives can be lost by either falling into a ditch, being crushed by a spook or running out of time (missing the collection). Your status is displayed at the top of the screen, along with a parcel symbol if a parcel is being carried at that moment.

```

1610 GO SUB 6000: PRINT AT x,v;" ";AT x+1,v;" ": LET
v=v+2
1620 LET x=x+2: PRINT AT x,v;" #";AT x+1,v;" @": GO TO 10
00
2000 REM ** BACKWARDS JUMP **
5000 IF v<=10 THEN PRINT AT x,v;" #";AT x+1,v;" @": GO S
UB 6000: GO TO 1000
5010 PRINT AT x+1,v;" ": PRINT AT x,v;" ": LET v=v-1:
LET x=x-2
5020 PRINT AT x,v;" # ": PRINT AT x+1,v;" @ ": GO SUB 600
0
5025 PRINT AT x,v;" # ": PRINT AT x+1,v;" @ ": GO SUB 600
0
5030 PRINT AT x,v;" ": PRINT AT x+1,v;" ": LET v=v-2
5035 LET x=x+2: PRINT AT x+1,v;" @": PRINT AT x,v;" #": G
O TO 1000
5050 REM ** CHECK IF HIT **
6000 LET tm=tm-1: PRINT ; INK 6;AT 4,22;"TIME ";tm;" ":
IF tm<=0 THEN GO TO 9300
6001 IF level=1 THEN IF ATTR (x-1,v)=70 THEN PRINT F
LASH 1;AT x-1,v;"@": GO SUB 9250: LET clattr=1: GO TO 6
011
6002 IF level=1 THEN IF ATTR (x-1,v+1)=70 THEN PRINT
; FLASH 1;AT x-1,v+1;"@": GO SUB 9250: LET clattr=1: GO
TO 6011
6003 IF level=1 THEN IF ATTR (x-1,v-1)=70 THEN PRINT
FLASH 1;AT x-1,v-1;"@": GO SUB 9250: LET clattr=1: GO
TO 6011
6004 IF level=2 THEN IF ATTR (x-1,v)=67 THEN PRINT F
LASH 1;AT x-1,v;"@": GO SUB 9250: LET clattr=1: GO TO 6
011
6005 IF level=2 THEN IF ATTR (x-1,v+1)=67 THEN PRINT
FLASH 1;AT x-1,v+1;"@": GO SUB 9250: LET clattr=1: GO
TO 6011
6006 IF level=2 THEN IF ATTR (x-1,v-1)=67 THEN PRINT
FLASH 1;AT x-1,v-1;"@": GO SUB 9250: LET clattr=1: GO
TO 6011
6007 IF level=3 THEN IF ATTR (x-1,v)=69 THEN PRINT F
LASH 1;AT x-1,v;"@": GO SUB 9250: LET clattr=1: GO TO 6
011
6008 IF level=3 THEN IF ATTR (x-1,v+1)=69 THEN PRINT
FLASH 1;AT x-1,v+1;"@": GO SUB 9250: LET clattr=1: GO
TO 6011
6009 IF level=3 THEN IF ATTR (x-1,v-1)=69 THEN PRINT
FLASH 1;AT x-1,v-1;"@": GO SUB 9250: LET clattr=1: GO
TO 6011
6010 IF ATTR (x+2,v)=4 THEN GO TO 7000
6011 REM ** RUB OUT SPOOKS ** *** CHANGE ATTRI
BUTES ***
6012: IF q>=17 THEN PRINT ; INK 0; PAPER 0;AT q-3,m1-
1;"███";AT q-2,m1-1;"███";AT q-3,m1+y1-1;"███";AT q-2,m
1+y1-1;"███"
6013: IF q>=17 THEN PRINT ; INK 0;AT q-1,m1-1;"███";A
T q-1,m1+y1-1;"███": LET q=8: LET m1=INT (RND*11)+7: LE
T y1=INT (RND*7)+1
6014: IF d>=17 THEN PRINT ; INK 0; PAPER 0;AT d-3,n1-
1;"███";AT d-2,n1-1;"███";AT d-3,n1+k1-1;"███";AT d-2,n
1+k1-1;"███"
6015: IF d>=17 THEN PRINT ; INK 0;AT d-1,n1-1;"███";A
T d-1,n1+k1-1;"███": LET d=7: LET n1=INT (RND*11)+7: LE
T k1=INT (RND*7)+1
6016: IF f>=17 THEN PRINT ; INK 0; PAPER 0;AT f-3,o1-
1;"███";AT f-2,o1-1;"███";AT f-3,o1+t1-1;"███";AT f-2,o
1+t1-1;"███"
6017: IF f>=17 THEN PRINT ; INK 0;AT f-1,o1-1;"███";A

```

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```

T f-1,o1+t1-1;"█": LET f=8: LET o1=INT (RND*11)+7: LE
T t1=INT (RND*7)+1
6018 IF clattr=1 THEN LET clattr=0: GO TO 7000
6019 REM *** PRINT SPOOKS ***
6020 PRINT BRIGHT 0;AT q-1,m1;" ";AT q-1,m1+y1;" "
6022 PRINT ; INK ink; BRIGHT 1;AT q,m1;"☞";AT q,m1+y1;"
☞": LET q=q+1: IF level=1 THEN INK 7: RETURN
6025 PRINT ; BRIGHT 0;AT d-1,n1;" ";AT d-1,n1+k1;" "
6027 PRINT INK ink; BRIGHT 1;AT d,n1;"☞";AT d,n1+k1;"☞
": LET d=d+1: IF level=2 THEN INK 7: RETURN
6030 PRINT BRIGHT 0;AT f-1,o1;" ";AT f-1,o1+t1;" "
6035 PRINT INK ink; BRIGHT 1;AT f,o1;"☞";AT f,o1+t1;"☞
": LET f=f+1: IF lvel=3 THEN INK 7: RETURN
6050 REM *** DEATH ROUTINE ***
7000 IF dir=0 THEN LET b$="D"
7001 IF dir=1 THEN LET b$="Q"
7006 PRINT AT x+1,v-1;" ";b$;" ": FOR t=5 TO 1 STEP -1:
PRINT AT x,v-1;" ☞ "
7007 PAUSE 1: BEEP 0.01,t: PRINT AT x,v-1;" ☞ ": PAUSE
1: BEEP 0.01,t: NEXT t
7008 PAUSE 100: PRINT AT x,v;" ";AT x+1,v;" "
7010 LET lives=lives-1: IF lives=0 THEN PRINT AT 1,28;
" ";AT 2,28;" ": GO TO 8050
7015 LET x=17: LET v=7: PRINT AT q-1,m1+y1;" ";AT q-1,m
1;" ";AT d-1,n1+k1;" ";AT d-1,n1;" "
7020 PRINT AT f-1,o1+t1;" ";AT f-1,o1;" ": LET q=8: LET
f=15: LET d=11
7025 LET ck2=0: IF lives>0 THEN LET tm=100
7030 GO TO 650
8000 REM *** END OF GAME ***
8050 PRINT ; FLASH 1;AT 10,11;" GAME OVER": FOR t=1 TO
100: NEXT t: PAPER 1: INK 7: BORDER 2: CLS : PRINT : P
RINT : PRINT
8051 PRINT ;" SCORE- ";sc: PRINT ; PRINT ;" LEVEL-
";level: PRINT : PRINT ;" TIME LEFT- ";tm
8052 PRINT : PRINT ;" PARCELS- ";ck3: PRINT : PRINT "
Press any key to play ,or f to finish"
8053 LET a$=INKEY$: IF a$="f" THEN INK 0: PAPER 7: BOR
DER 7: CLS : POKE 23561,35: POKE 23562,5: STOP
8054 IF a$="" THEN GO SUB 8053
8055 INK 0: PAPER 7: BORDER 7: CLS : RESTORE : GO TO 5
8056 IF ck3=6 THEN GO TO 9100
8057 PAPER 5: LET level=level+1
8059 BORDER 3: LET sc=sc+tm: LET tm=100
8060 CLS : PRINT ; INK 6; PAPER 0; FLASH 1;AT 10,12;"LE
VEL ";level; FLASH 0
8070 FOR q=1 TO 2: BEEP 0.09,5: BEEP 0.09,5: BEEP 0.09,
10: BEEP 0.09,10
8075 NEXT q: BEEP 0.1,15: BEEP 0.3,18: RESTORE : GO TO
8
8090 REM *** INSTRUCTIONS ***
9000 BORDER 4: CLS : PRINT : PRINT : PRINT
9005 POKE 23562,.5: POKE 23561,.5
9010 PRINT " In this game you must": PRINT : PRINT "
help the little man post all ": PRINT : PRINT " of his
parcels, "
9015 PRINT : PRINT " without being squashed by the": P
RINT : PRINT " decending spooks"
9020 PRINT : PRINT " He can pick up parcels ": PRINT :
PRINT " by walking up to the house": PRINT
9025 PRINT " and post them by touching ": PRINT : PRINT
" the post box.": PRINT : PRINT " PRESS ANY
KEY "
9030 IF INKEY$="" THEN GO TO 9030
9035 BEEP 0.05,20

```

The controls are simple, left-Z, right-X, and jump-V. The game incorporates sound effects and a good selection of colours. All of the Spectrums user-defined graphics have been utilised, some more than once. Most of them have been used to produce the little man's smooth movement. The different types of spooks are all constructed from the same recycled UDG. Because of this, Postal Panic will not be convertible to any other micro without designing an appropriate character set.


```

9040 CLS : PRINT : PRINT : PRINT : PRINT "          CO
NTROLS"
9050 PRINT : PRINT "          LEFT - z": PRINT : PRIN
T "          RIGHT - x"
9055 PRINT : PRINT "          JUMP - v": PRINT : PRIN
T : PRINT : PRINT : PRINT "          PRESS ANY KEY TO BEGIN"
9060 IF INKEY$="" THEN GO TO 9060
9065 BEEP 0.05,30
9070 CLS : RETURN
9090 REM *** WIN GAME ***
9100 FOR t=1 TO 6
9110 PAPER t-1: BORDER t+1: CLS : PRINT ; INK t;AT 9,9;
"Congratulations"
9120 INK 7: PRINT AT 11,15;" * *";AT 12,15;" * *": BEEP .05
,t-5
9125 PRINT AT 11,14;" * *";AT 12,14;" * *": BEEP .05,
t
9130 PRINT AT 11,14;" * *";AT 12,14;" * *": BEEP 0.05
,t+5
9135 PRINT AT 11,13;" * *";AT 12,13;" * * "
9140 NEXT t
9150 PAPER 5: INK 0: CLS : PRINT : PRINT : PRINT : PRIN
T : PRINT
9160 PRINT " You have posted all 6 parcels "
9170 PRINT " With a score of ";sc: PRINT : PRINT " and
";lives;" livs to spare "
9180 PRINT : PRINT " Would you like to try and": PRINT
: PRINT " better your score "
9185 PRINT : PRINT : PRINT "          (Y/N)?"
9190 LET a$=INKEY$
9200 IF a$="y" THEN PAPER 7: CLEAR : GO TO 5
9220 IF a$="n" THEN INK 0: PAPER 7: BORDER 7: CLS : PO
KE 23561,35: POKE 23562,5: STOP
9230 GO TO 9190
9250 FOR t=-10 TO -60 STEP -10: BEEP .09,t: NEXT t: RET
URN
9300 PRINT ; INK 2;AT x,v;" *";AT x+1,v;" *": FOR t=50
TO -10 STEP -3
9310 BEEP .05,t: NEXT t: GO TO 7000
9400 REM *** U.D.G DATA ***
9500 DATA 0,56,0,0,7,0,0,0
9510 DATA 1,192,0,28,0,0,224,0
9520 DATA 0,0,128,3,0,0,52,0
9530 DATA 0,7,128,0,0,3,224,0
9540 DATA 44,0,0,224,1,0,0,192
9550 DATA 7,129,60,54,7,128,15,192
9560 DATA 1,224,15,216,60,108,224,1
9570 DATA 240,3,128,7,240,27,195,63
9580 DATA 54,7,224,27,96,1,248,1
9590 DATA 192,252,108,224,7,216,6,128
9600 DATA 31,128,3,195,52,36,6,128
9610 DATA 5,0,1,160,6,104,44,36
9620 DATA 96,1,160,0,128,5,96,22
9630 DATA 231,30,24,3,192,8,224,0
9640 DATA 240,4,56,120,24,192,3,16
9650 DATA 7,0,15,32,28,231,28,24
9660 DATA 3,128,12,64,0,224,2,0
9670 DATA 56,24,192,1,48,2,0,7
9680 DATA 64,0,255,16,28,2,0,0
9690 DATA 0,0,128,0,0,8,56,64
9700 DATA 0,0,0,0,1,0,0,255
9710 DATA 60,126,219,219,231,219,189,189
9720 DATA 129,255,153,153,255,126,36,24
9730 DATA 129,66,60,66,189,189,129,126
9740 REM END

```



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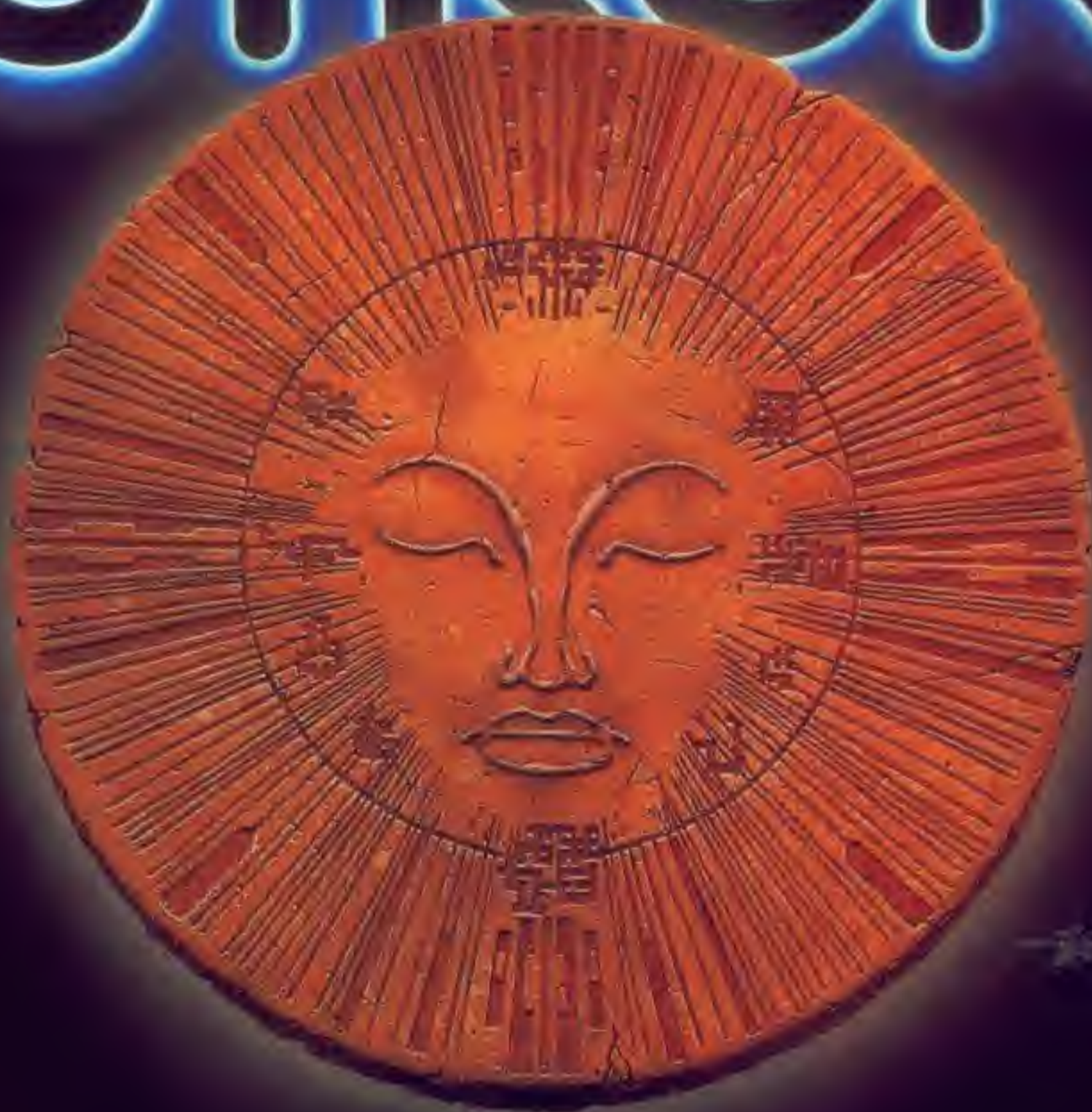
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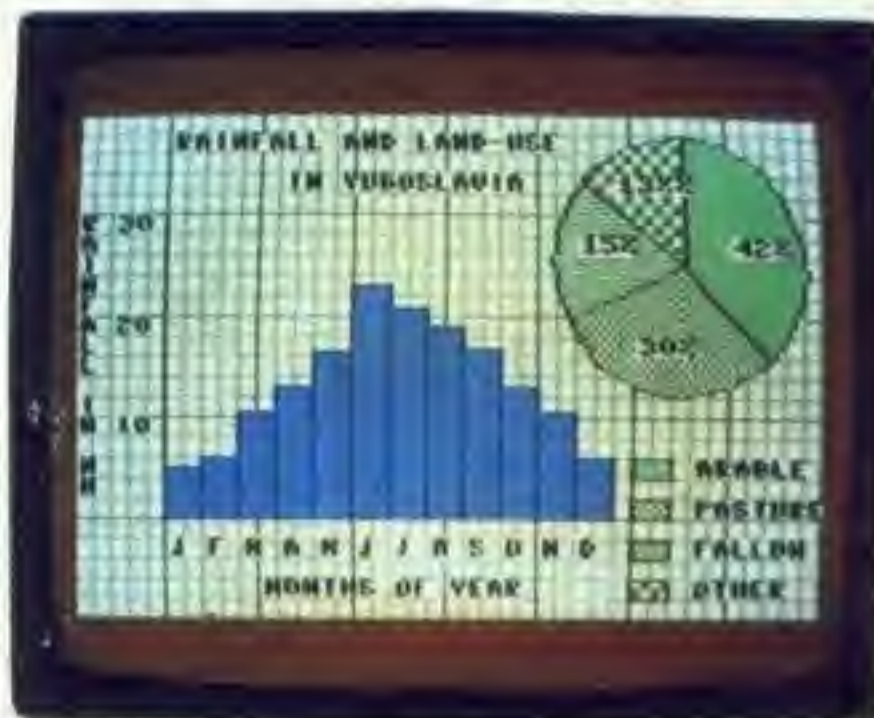
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